

Summary of Qualifications

Technical Animator/Generalist with 6 years of feature film and commercial experience. Proficient in all areas of the Animation Pipeline. Strong technical and creative skillset, acquired through university degrees in Animation and Science as well as through work with creative studios. Self-motivated and responsible working on fast paced productions in teams and independently.

MONIKA Gelbmann



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Work History

VIENNA PAINT, Vienna, AUT

September 2018 - current

3D Artist

www.viennapaint.com

ARX ANIMA, Vienna, AUT

March 2018 - September 2018

Technical Director

www.arxanima.com

LUMA PICTURES, Los Angeles, CA, US

August 2014 - November 2017

CG Technical Animator

www.lumapictures.com

PRIMAL SCREEN, Atlanta, GA, US

March - July 2009

3d/Flash Animator Intern

www.primalscreen.com

MAKE, Minneapolis, MN, US

March 2013 - July 2014

CG Generalist/Animator

www.makevisual.com

HALO PICTURES, Sydney, NSW, AU

Sept 2009 - May 2010

3D Generalist

www.halopictures.com

Awards and Accomplishments

SCREENINGS/PUBLICATIONS

Black Panther, Marvel (2018)

Dr. Strange, Marvel (2017)

Thor: Ragnarok, Marvel (2017)

Spiderman Homecoming, Marvel (2017)

Captain America: Civil War, Marvel (2016)

Deadpool, Marvel (2016)

Allegiant/Insurgent, Summit(2015)

Avengers: Age of Ultron, Marvel (2015)

'Baxter' Short Film – 3d Animator

Nominated Student Academy Awards 2014, USA

SOFTWARE SKILLS

Maya, MotionBuilder, 3ds Max, Arnold, Motion Capture (Optitrack, Rokoko, Perception Neuron) Adobe Suite Python, MEL, C++, JavaScript, HTML/CSS

SOFT SKILLS

Languages: English (fluent), German (native)
Mathematics and Problem Solving
Passion for Drawing, Arts and Graphic Design
Strong Work Ethic and Teamwork
Organized and Ability to Work under Pressure

Education

ANIMSQUAD / ANIMATION MENTOR

Expert Acting Workshop, *Mentor Malcon Pierce, March 2014*

Character Animation and Storytelling Pilot, *Mentor Kevin Koch, March 2013*

SAVANNAH COLLEGE OF ART AND DESIGN, SAVANNAH GA, US

Bachelor of Fine Arts: Animation, March 2013

Courses of study incl.: Character Animation, Writing for Screen/Stage, Act on Analysis, Screen Design

UNIVERSITY OF APPLIED SCIENCES, HAGENBERG, AUSTRIA

Bachelor of Science: Media Technology and Design, focus Animation, August 2009

Courses of study incl.: Shader Programming, Stop Mot on, Photography, Audio/Video Design, Interactive Media

Animation / VFX Reel/Reference

Website: <http://www.monikagelbmann.com>

IMDB: <http://www.imdb.com/name/nm5465005/>