

MONIKA Gelbmann

Summary of Qualifications

VFX Supervisor, Technical Director and Animator with 9 years of feature film and commercial experience. Proficient in all areas of the VFX pipeline, with a specialization in Motion Capture for Feature Films. Strong technical and creative skillset, acquired through Art and Science foundation as well as through work with diverse creative studios. Self-motivated and responsible working on fast paced productions in teams and independently..



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[Demoreel](#)

[IMDB](#)

Work History

VAST, Vienna, AUT

January 2022 - current

VFX Supervisor, Self-employed

vast.pictures

ARX ANIMA, Vienna, AUT

March 2018 - September 2018

March 2021 – January 2022

CG Supervisor, Senior Lighter, TD

www.arxanima.com

VIENNA PAINT, Vienna, AUT

September 2018 - current

Senior Technical Director, 3D Artist

www.viennapaint.com

SAE Institute , Vienna, AUT

March 2019 - current

Lecturer, Motion Capture

www.primalscreen.com

LUMA PICTURES, Los Angeles, CA, US

August 2014 - November 2017

CG Technical Animator

www.lumapictures.com

MAKE, Minneapolis, MN, US

March 2013 - July 2014

CG Generalist/Animator

www.makevisual.com

Awards and Accomplishments

SCREENINGS/PUBLICATIONS

Rubikon, Samsara (2022)

Carnival Row, Amazon (2022)

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)

SOFTWARE SKILLS

Maya, MotionBuilder, Houdini, Nuke, 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, Organize

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 Motion, Photography, Audio/Video Design, Interactive Media