

Résumé



Private:

Name: Martin Richard Kenzel
Title: Bachelor of Arts in Arts and Design (B.A.)
Citizenship: Austria (AUT)
Address: Primary: 8720 Kobenz/Knittelfeld, Styria
Secondary: 5412 Puch/Hallein, Salzburg
Date of Birth: 7th of October 1987
Place of Birth: Judenburg, Styria
Religion: evang. AB
Marital Status: not married, in relationship
Interests: VFX supervision & creation, Animation, Filmmaking, Drawing & Painting, HDR- & traditional Photography, all kinds of creative teamwork.
Homepage: <http://nuki.m4studios.at/>
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Showreel: to see my Showreel/Portfolio, please visit [my homepage](#)

Education:

2010-2011: University of applied sciences Salzburg (M.A.)
2007-2010: University of applied sciences Salzburg (B.A.)
2006-2007: Community Service (at an asylum for mentally and physically handicapped people)
1998-2006: Grammar and High School (BG/BRG Knittelfeld)

Abilities:

Software: Mainly working with: Maya (+Mental Ray), Nuke, After Effects, Photoshop, zBrush, Unfold 3d/HeadUs UV. Additional: Lightwave, Mudbox, Combustion, Illustrator, InDesign, Flash, Encore, Final Cut, and more
Languages: German (mother tongue), English (8 years) and Spanish (4 years)
Artistic: Drawing, Painting, Animation (2d/3d), 3d Modelling, UV Mapping, Texturing, Digital Sculpting, Game Design, Compositing, HDRI creation, Open to learn anything new

Practical experience:

Tutor for Maya at the University of applied Sciences Salzburg
VFX Supervisor and Head of the VFX-Department of the short movie „Jam Jar“
Internship at the Austrian VFX-Facility [„Digital Light Factory“](#) (3 Months)
Visual Effects work on the short movie [„Geldregen“](#)
Visual Effects and 1st Assistant Director of the short movie [„Das Mädchen von Veeren“](#)
Contest winning stop-motion commercial for the german [„Fluter“](#) magazine
Concept Art work for the Game [„Gem Rush“](#)
Modeling, Texturing, Sculpting, Animation etc. for the animated short „Cakewalk“
Freelancing for a private client from the USA (Modelling/Texturing for realtime)
Modelling and Texturing work for the Mod-Project [„Vector Prime“](#)
Several private projects to be seen in my [showreel](#).