

Tobias Moenninger

Compositing Artist / Filmmaker

Resume - January 2020

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Germany

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Key Skills

Compositing | Digital Imaging | Technical Direction | Color Science | Pipeline Dev

Advanced

Nuke (10 years work experience)
DaVinci Resolve | After Effects CC
Python (PyQT) | Lightroom Classic
PFTrack | PTGui | RealityCapture

Basic

3DEqualizer | Houdini | Maya | JavaScript | C++

Languages

German

Native or Bilingual Proficiency

English

Full Professional Proficiency

Work Experience

excerpt of WORKEXPERIENCE

(worked on some smaller projects like commercials, German TV movies etc. that are not mentioned here)

Senior Compositing Artist - Animal Logic Sydney

Sep 2019 - Jan 2020

>>Tools: Nuke, Python
Peter Rabbit 2

Compositing Artist - Spellwork Pictures

2019

>>Tools: Nuke
Vodafone commercial

Compositing Artist - Rise Visual Effects Studios Berlin

>>Tools: Nuke, PTGui
Shazam! / Stranger Things Season 3

Videography/Photography - Mind in Motion
 >>Tools: Canon C200

Compositing Supervisor - MovieBrats Studios 2018
 >>Tools: Nuke, Python
 Iron Sky: The Coming Race
 Development of a custom compositing-pipeline using shotgun toolkit and deadline

Compositing Artist - Farm Studios GmbH
 >>Tools: Nuke, Mocha Pro
 Hotel Mumbai / Fünf Freunde 5

Videography/Photography - prototype.berlin
 >>Tools: Canon C200, Sony A7R 3

Videography - Irrsinn Tonträger
 >>Tools: Canon C200, Sony A7R 3

Compositing Artist - Mackevision Stuttgart 2017
 >>Tools: Nuke
 Game of Thrones - Season 7

Compositing Artist - Rise Visual Effects Studios Berlin
 >>Tools: Nuke
 Fast and Furious 8 / Babylon Berlin

Compositing Artist - Screen Scene Limited 2016
 >>Tools: Nuke, Python
 Black Sails - Season 4

Compositing Artist - Rise Visual Effects Studios Berlin 2015 - 2016
 >>Tools: Nuke
 Captain America: Civil War / Doctor Strange / Renegades / A Stork's Journey

Compositing & Match Moving Artist - Storz & Escherich GmbH & Co. KG 2015
 >>Tools: Nuke, PFTrack, DaVinci Resolve, Maya
 BMW, Fischer, Mitsubishi commercial

Compositing Artist - nhb Studios
 >>Tools: Nuke
 Lexus, Sony, ab-in-den-urlaub.de comercial

Compositing Artist / TD - Rise Visual Effects Studios Berlin 2014
 >>Tools: Nuke, SynthEyes, Hiero, Python
 Borgia - Season 3 (11 Episodes)

Compositing Artist - nhb Studios
 >>Tools: Nuke, Hiero
 A Warrior's Tail - Stereoscopic animated feature film

Technical Director / VFX Artist - moto GmbH
 >>Tools: Nuke, Maya, DaVinci Resolve, PTGui, PhotoScan, ZBrush, Hiero, Python,
 commercial productions for VW, Google/YouTube

Compositing Artist / TD - nhb Studios 2013
 >>Tools: Nuke, Hiero, Python
 Various TVCs (i.a. eBay, Sky, Swisscom) , Hiero pipeline integration

Jr. TD / IT - Pixomondo Images Berlin >>Tools: Nuke, Python, Maya, 3dsMax, After Effects, Deadline i.a. Star Trek Into Darkness, After Earth - Developing and improving tools for compositing and pipeline - Providing technical support for feature and commercial production	2012 - 2013
Digital Artist - Freelance >>Tools: Nuke, Photoshop, After Effects, Premiere - commercials, music videos, short films	2010 - 2012
Jr. VFX-Artist / TD / DIT - WeFadeToGrey GmbH >>Tools: Nuke, Photoshop, After Effects, Premiere - feature film, TV shows and commercials	2009 - 2010

Education

Master of Science - Media Computer Science (Uncompleted) • Duesseldorf University of Applied Sciences • Successfully completed first semester, including virtual production, digital image processing, software engineering and algorithms	2012
Bachelor of Engineering - Media Technology • Duesseldorf University of Applied Sciences • Bachelor's thesis: "3D-relighting in Nuke 6.2 with OpenEXR and PRMan"	2006 - 2011
Technical Diploma - Electrical Engineering • College of Further Education Kirchhain	2005 - 2006
Vocational Training - Mechatronics Engineer • Development/construction/programming of industrial machines	2001 - 2005
High-School Diploma • Alfred Wegner School Kirchhain	1995 - 2001

Organizations

Visual Effects Society - Member • Member: 4893	2016 - present
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