

kai götz

3D Generalist | Technical Artist

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SUMMARY

At the moment I'm freelancing as a 2D- and 3D-generalist. I mainly work on film projects (both animated feature film and VFX) as texturing, shading and lighting artist. Before that I was employed at the R&D department at Filmakademie Baden-Württemberg, where I engaged mainly in a research project about digital actors and focused on compositing, shading, lighting and rendering. Additionally I supported virtual production shoots and motion capture sessions from a technical point of view. In 2015 I achieved my Master degree at Media University Stuttgart, dealing with visual effects and virtual production workflows. I work on freetime, academic and commercial projects as 3D generalist, compositor and motion designer since 2007. But I'm not only a CG guy. Occasionally I take freelance jobs as a cutter and camera operator or work as lighting technician on film sets or in the theatre.

WORK EXPERIENCE

since 2019

RISE Visual Effects Studios
freelance texturing, shading & lighting artist

since 2019

M.A.R.K. 13 Studios
freelance texturing, shading & lighting artist

since 2022

SAE-Institute Stuttgart
assistant lecturer for visual effects

2019-2020

Media Akademie Hochschule Stuttgart
assistant lecturer for visual effects

2019

University of Applied Sciences Darmstadt
assistant lecturer for visual effects

2017

Mackevision Medien Design
Ncam Operator for Disney's "Nutcracker and the Four Realms"

2016-2018

Animationsinstitut at Filmakademie Baden-Württemberg
CG-generalist at R&D, project consultant for visual effects

2015-2018

Media University Stuttgart
assistant lecturer for visual effects

2015

blubb.media
2D and 3D motion designer

2014-2015

Animationsinstitut at Filmakademie Baden-Württemberg
intern at R&D

EXPERTISE

texturing & shading

lighting

virtual production

motion capturing

SOFTWARE

Maya	■■■■■
Houdini	■■■■■
Cinema 4D	■■■■■
Substance Painter	■■■■■
Mari	■■■■■
Nuke	■■■■■
After Effects	■■■■■
Photoshop	■■■■■
Premiere	■■■■■
Motion Builder	■■■■■
Motive	■■■■■
Unity	■■■■■

LANGUAGES

German (native)
English (C1)
French (B2)
Russian (A2)

OTHER KNOWLEDGE

fine art, drawing, storyboarding,
C#, HTML, CSS

PUBLICATIONS

2018

Digital Albert Einstein, a Case Study.
SIGGRAPH Talks.

2018

Einstein Lebt!
Digital Production 03/2018, pp. 96–103.

2017

Creating Generic Data-driven Face Rigs for Digital Actors.
Data-Driven Animation Techniques Workshop. SIGGRAPH Asia.

2016

VPET – A Toolset for Collaborative Virtual Filmmaking.
SIGGRAPH Asia.

2015

Intuitive Virtual Production Tools for Set and Light Editing.
European Conference on Visual Media Production (CVMP).

EDUCATION

2012–2015

Media University Stuttgart, Master of Arts,
Electronic Media: Audiovisual Media, final grade: 1.1

2009–2012

University of Applied Sciences Darmstadt, Bachelor of Arts,
Digital Media: Animation & Game, final grade: 1.1

2008–2009

Civilian Service at Red Cross Aschaffenburg
afterwards: voluntary service

1999–2008

Hanns-Seidel Gymnasium Hösbach
university-entrance diploma in 2008

LATEST PROJECTS



The Last Voyage of the Demeter (2022)



Quixotes (2021)



The Most Boring Granny in the Whole World (2021)



Snowflower (2020)



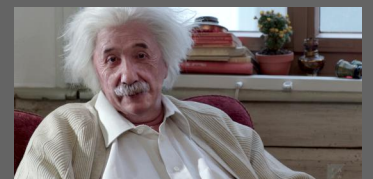
The Ogglies (2020)



Gunpowder Milkshake (2020)



Trumpf Additive Manufacturing (2019)



Einstein (2018)