

Willi Hammes

E-mail: info@willihammes.com / Web: www.willihammes.com

Resume

Career:

- Freelance Technical Director & CG Supervisor, Europe** Feb. 2009 - Present
Freelancing for different post productions and studios in Europe. Working as art & creative director on a new game IP for MAWI United, Germany.
- Senior Lead Technical Director Color/Lighting - Sony Pictures Imageworks, USA** Aug. 2005 - Jan. 2009
Leading and key lighting sequences, look development, lighting and compositing shots for feature films. Researching new production techniques, working with software and shader writers to develop pipeline specific tools. Teaching artists new techniques, workflow and production tools.
- Senior CG Artist - Blur Studio, USA** Jan. 2004 - Jul. 2005
Modeled, textured and lit environments, scene assembled, composited and created effects for films, game cinematics and commercials. Researched and developed production-pipelines and tools.
- Freelance CG Artist - Blur Studio, USA** Sep. 2002 - Dec. 2003
Modeled, textured and lit environments for films, game cinematics and commercials.
- CG Artist - Eurocom Developments, UK** Jun. 2001 - Aug. 2002
Assistant environment lead. Designed, modeled, textured and lit environments for THQ's 'Sphinx and the cursed Mummy', Sony Playstation 2. Worked closely with programmers in research and development of 3d engine features and production tools. Trained artists in production tools
- Lead CG Artist - Das Werk GmbH, Frankfurt am Main, Germany** May 2000 - May 2001
Supervised a team of artists working on high budget commercials, music videos, broadcast designs, TV series and visual effects for films. Fostered strong business relationships with directors, producers and clients
- CG Artist - VOKDAMS GmbH, Wuppertal, Germany** Apr. 1999 - Apr. 2000
Designed, modeled, textured and lit 3D elements for commercials, image-films and presentations. Worked close with directors, producers and clients.
- CG Artist - Grafik Design Andre Klem, Wuppertal, Germany** Aug. 1997 - Jul. 1998
Designed and visualized architectural layouts and logos for events and companies.

Education:

- Berufkolleg am Kothen, Wuppertal, Germany** Sep. 1997 - Jul. 1999
(Senior Technical School for Design)
- Berufkolleg am Haspel, Wuppertal, Germany** Sep. 1996 - Jul. 1997
(Senior Technical School for Electrical Engineering)

Production Software Skills:

3ds max, Maya, Mental Ray, Brazil, Arnold Render, Pixar Renderman, proprietary Rendering/Compositing software, Digital Fusion, Combustion, Flame & Inferno, Photoshop, Premiere, Windows, Mac, Unix & Unreal Development Kit

Special Skills and Experience:

Self-taught general 3D artist for over 19 years.
Skills: artistic supervision, problem solving, lighting, compositing, pipeline r&d, low/high hardsurface & environment modeling, shading/texturing & effects
Beta-tester for: 3ds max, Brazil r/s, Arnold Render, other commercial plug-ins and tools. Guest advisor and trainer for Discreet's 3ds max. (2000 - 2002), 3D Artists Jury member since 2000.

References available upon request.

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Project List

Visual Effects Projects:

- **G-Force (2008)**
Director: Hoyt Yeatman
Position: Lead Technical Director Color & Lighting
Responsibilities: lighting & compositing supervision, pipeline r&d, lookdev, shot setup, c & l
- **Beowulf (2007)**
Director: Robert Zemeckis
Position: Lead Technical Director Color & Lighting
Responsibilities: lighting & compositing supervision, pipeline r&d, lookdev, shot setup, c & l
- **Monster House (2006)**
Director: Gil Kenan
Position: Technical Director Color & Lighting
Responsibilities: lighting & compositing, shot setup
- **Aliens of the Deep (2005)**
Director: James Cameron
Position: CG Artist
Responsibilities: pipeline r&d, modeling, texturing, lookdev, shot setup, effects, c & l
- **Bulletproof Monk (2003)**
Director: Paul Hunter
Position: CG Artist
Responsibilities: modeling
- **Enemy at the Gates (2001) (uncredited)**
Director: Jean-Jacques Annaud
Position: Digital Matte Painting Artist
Responsibilities: digital matte painting
- **Ignition (2001)**
Director: Yves Simoneau
Position: FX Artist
Responsibilities: effects

Game Cinematics & Trailer Projects:

- **The Matrix: Path of Neo (2005)**
- **X-Men Legends II: Rise of Apocalypse (2005)**
- **Timerider (2005)**
- **Everquest 2 (2005)**
- **X-Men Legends (2004)**
- **The Punisher (2004)**
- **Spiderman 2 (2004)**
- **Blood Rayne 2 (2004)**
- **Spy Hunter 2 (2003)**
- **Crimson Skies - High Road To Revenge (2003)**
- **Rise of Nations (2003)**
- **Blood Rayne (2002)**
- **Mortal Kombat - Deadly Alliance (2002)**
- **Combat Flight Simulator 3 (2001)**

Game Projects:

- **Sphinx and the Cursed Mummy (PS2 Game 2001)**