

**Willi Hammes**  
**CG Supervisor & Technical Director C/L**

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**Resume**

**Career:**

- CG Supervisor & Managing Director / Owner - MAWI United, Germany** Feb. 2009 - Present  
I own and manage MAWI United. We offer a full range of highend computer animation for commercials, films and video games.
- 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 Environment 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:**

Maya, 3ds max, Arnold Render, Pixar Renderman, Vray, Mental Ray, Brazil, proprietary Rendering & Compositing software, Nuke, Digital Fusion, Composite, Flame, Photoshop, Premiere, Unreal Development Kit, Unity Engine, idTech3, idTech4, Windows, Mac, Unix.

**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:**

- **Vicky and the Treasure of the Gods (2011)**  
Director: Christian Ditter  
Position: Visual Effects Artist  
Responsibilities: layout, modeling, texturing, lookdev, lighting & compositing
- **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 Zemenckis  
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)**