



## STEFANIE BLATT

3D / Visual Effects Artist

[www.stefanieblatt.com](http://www.stefanieblatt.com)

[info@stefanieblatt.com](mailto:info@stefanieblatt.com)

+1 (778) 855-8412



### PERSONAL DETAILS

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birthday	10.12.1984
birthplace	Quedlinburg (Germany)
nationality	German
resident of	Canada
address	901-1009 Expo Blvd Vancouver, BC V6Z 2V9, Canada
gender	female

### SKILLS

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program	3D Studio Max / Houdini / Maya / RealFlow / FlowLine / Nuke / SynthEyes / ZBrush / Adobe Suite / Final Cut Pro / DVD Studio Pro
Plugins	FumeFX / Rayfire / GrowFX / Krakatoa / Thinking Particles / Particle Flow / AfterBurn / Vray / Pulldownit
scripting	Mel, Python
language	native language German, English fluently [Certificate iBT TOEFL 2007], elementary Greek

### EDUCATION

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2009	Bremen   Bachelor of Arts in Digital Media with main topic Media Design
2009 - 2005	Bremen, Germany   study programm Digital Media (B..A.) at »University of the Arts Bremen« with the main topic »Media Design«
Jul 2007 - Dec. 2007	Auckland, New Zealand   study abroad at »Unitec New Zealand« with the main with focus on »Media Design«
2005 - 2004	Erfurt, Germany   Technical Design Assistent at »Walter-Gropius-Schule« with the main topic Interior Design
2004 - 2001	Erfurt, Germany   A-levels certificate (Abitur) at grammar school »Walter-Gropius-Schule« with focus on Design

### FILMOGRAPHY

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2015	Pan (FX TD: Scanline VFX)
2014	The Guardians of the Galaxy (FX TD: MPC)
2014	I, Frankenstein (fx artist: Iloura)
2013	The Great Gatsby (fx artist: Iloura)
2013	The Otherworld (fx artist: Gisela Productions)
2012	Game of Thrones (TV series) (fx artist: Pixomondo - 1 episode) – Blackwater (2012) (fx artist: Pixomondo - uncredited)
2012	Underworld: Awakening (fx artist: Celluloid VFX)
2012	Journey 2: The Mysterious Island (digital effects artist: Pixomondo)

I am always on the search for new interesting and challenging projects.

More infos and impressions of my work can be found at my online portfolio on:

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### WORK EXPERIENCE AND PROJECTS

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- Aug 2014 - until present | **Scanline VFX** | Vancouver, Canada | freelance in-house position as FX TD for feature film "Pan" | tools: 3ds Max, Thinking Particles, FumeFX
- Mar 2014 - Jun 2014 | **MPC** | London, England | freelance in-house position as FX TD for feature film "The Guardians of the Galaxy" | tools: Maya, FlowLine, RealFlow
- Sep 2013 | **Pure** | Berlin, Germany | freelance in-house position as VFX Artist for the TVC "28 Black Ice & Liquid", tasks: Liquids and Explosion of ice | tools: RealFlow, Rayfire, Particle Flow, Thinking Particles, FumeFX
- Nov 2012 - May 2013 | **Iloura** | Melbourne, Australia | freelance in-house position as VFX Artist for the feature film "The Great Gatsby" 2013 and "I, Frankenstein" 2014, tasks: Particle Flow, Thinking Particles, FumeFX
- Sep 2012 | **Dondon** | Berlin, Germany | remotely freelancer position as VFX Artist for the TV Commercial "Cube Rocket" | tasks: smoke and fire of a rocket start with FumeFx, Particle Flow
- May 2012 - Aug 2012 | **ImagesFX** | Prague, Czech | remotely freelancer position as VFX Artist for the TV Commercial "Hawk" | tasks: particle simulation for a hawk made with FumeFX, Particle Flow, Krakatoa
- Apr 2012 - Aug 2012 | **Postfaust** | Athens, Greece | remotely freelancer position as VFX Artist for several TV Commercials "Chupa Chups", "Life", "Molto", "Skybet" | tasks: Realflow, FumeFX and Thinking Particles, Particle Flow, Krakatoa, Vray, CameraTracking with SynthEyes, Modelling, Precomps After Effects
- Apr 2012 - May 2012 | **Pixomondo** | Berlin, Germany | inhouse freelance position for the TV series "Game of Thrones" 2012 | tasks: Blackwater smoke trails from explosion with FumeFX and Thinking Particles
- Mar 2012 - Apr 2012 | **Gisela Productions** | remotely freelancer as VFX Artist for the feature film "The Other World" 2013 | tasks: fairy made out of particles with FumeFX and Particle Flow, Krakatoa
- Feb 2012 - Mar 2012 | **Uncle Berlin** | Berlin, Germany | freelance in-house position as VFX Artist for the TV Commercial "Coca Cola Zero" | tasks: liquid simulation for Coca Cola swirl with RealFlow
- Nov 2012 - Dec 2012 | **Celluloid VFX** | Berlin, Germany | freelance in-house position as VFX Artist for the feature film "Underworld: Awakening" 2012 | tasks: Particle Flow, FumeFX, RealFlow, Rayfire
- Okt 2011 | **IxorVFX** | Athens, Greece | freelance in-house position as VFX Artist for TVC "Johnnie Walker" | tasks: RealFlow
- Aug 2011 - Sep 2011 | **Pixomondo** | Berlin, Germany | freelance in-house position as VFX Artist for the feature film "Journey 2: The Mysterious Island" 2012, tasks: Particle Flow, Thinking Particles, FumeFX, Frost, AfterBurn
- Jun 2011 - Jul 2011 | **IxorVFX** | Athens, Greece | freelance in-house position as VFX Artist for TV Commercial: "Life Tea", "Orzene", "Wind" | tasks: RealFlow, Krakatoa, Vray, AfterEffects, Robot Animation, Karate Animation
- Mar 2011 - May 2011 | **AirCGI** | London, England | remotely freelancer as VFX Artist and Composer for TVC Waterhand-Fireeye, tasks: RealFlow, Vray, FumeFX, Krakatoa, AfterEffects
- Okt 2010 - Nov 2010 | **IxorVFX** | Athen, Greece | freelance in-house position as VFX Artist for TV Commercials "Kotsovolos", "Gazprom", "Samsung", "Opel", "Giaconda" | tasks: RealFlow, Vray, FumeFX, Krakatoa, AfterEffects
- Aug 2010 | **IxorVFX** | Athens, Greece | freelance in-house position as Realflow Artist for TV Commercial "Shark" | tasks: Realflow, Vray



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- Dec 2009 - May 2010      **Pixomondo** | Shanghai, China | Intern in 3D & Compositing
- Jun 2008 - Dec 2009      **Tollnett** | Bremen, Germany | Designer for Websites and Graphics and Product Photographer
- Jan 2009      shortfilm-project in function as editor for the movie »Garden Eden«
- 2008      Slow Film Festival | Eger, Hungary | 2-weeks of filmmaking workshop with production of a shortfilm
- 2008      KIKA, Kinderkanal von ARD/ZDF | Erfurt, Germany | internship at broadcast station at the Promotion & Design Department, 3 month
- 2004      Erfurter Werbegesellschaft mbH | Erfurt, Germany | internship with focus on commercials and exhibition construction, 3 month

### AWARDS

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- 2009      »Social Spot Award 2009« with 2nd place from »Stiftung & Sponsoring«
- 2007      3rd place for the development of a corporate design concept for the broadcast station »RadioWeser.TV«
- 2004      1st place for the wall-design for the hotel »Sparkassen Akademie Hotel Erfurt«, realization followed after that

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