

Michael Aerni

3D Character Animator

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Objective

Breathing life into characters for feature films, tv series or games, while always improving my skills and having fun working.

Related skills

- Animating characters for full CG features as well as for live action movies
- Animating characters knowing the principles and being able to apply them successfully
- Facial rigging / self-study on facial expressions (including Paul Ekman's FACS)
- Character development from design through to character setup
- Being able to write simple mel scripts and solve technical problems myself
- Overall artistic sensibility and endurance to polish my work
- Good team player and excel under pressure

Education

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|-------------------|--|
| 1998 till present | Self education in character animation and CGI |
| 2000 to 2001 | Six month internship as 3D animator at Fiftyeight 3D GmbH |
| 1995 to 1999 | Drafting apprenticeship in a civil engineer office (degree) |
| Courses | Life drawing, acting for animators, clay modeling, cartoon drawing |

Indication of references

| | | |
|-------------------|-------------------|-------------------------|
| Trixter Film GmbH | Simone Kraus | s.kraus@trixter.de |
| Munich Animation | David Walden | dwalden74@hotmail.com |
| H5B5 Media AG | Holger Dielenberg | holgergeist@hotmail.com |

Work experience (only relevant employments, complete list upon request)

June 2004
March 2008

3D Character Animator / Facial Rigging Lead, Trixter Film GmbH, Munich, Germany

- 'Dragon Hunters' Full CG Feature Film
Animating main characters
- 'Lilly the Witch' Feature Film with integrated CG character
Animating, facial rigging lead, modeling
- 'Hui Buh' Feature Film with integrated CG character
Animating, facial rigging lead, modeling, pitch, assisting on-set supervision
- 'Wunder von Loch Ness' Feature Film with integrated CG character
Helped animating during crunch time
- 'Ghost of Canterville' Feature Film with integrated CG character
Animating, facial rigging lead, modeling

October 2006
November 2006

3D Character Animator, Photon VFX, Gold Coast, Australia

- 'Action Dann' TV Pilot
Animating crazy amount of seconds per week

February 2004
March 2004

3D Character Animator, Passion Pictures, London, UK

- 'Harry Potter' E3 Game Trailer
Animating Harry, Hermione, Ron and dementors

January 2004

3D Character Animator, Glassworks, London, UK

- 'Nestle Mnemonic' Just a logo animation
Animation, Modeling, Shading, Lighting, Compositing

February 2003
May 2003

3D Character Animator, Munich Animation GmbH, Munich, Germany

- 'Jester Till' 2D animated Feature Film
Animating 3D side characters and props interacting with 2D characters

August 2002
November 2002

3D Character Animator, Electrofilm GmbH, Munich, Germany

- 'Cybertops' 10 episodes TV mini Series
Animating 3 main characters, 10 seconds of final animation per day

May 2001
July 2002

3D Character Animator, H5B5 Media AG, Munich, Germany

- 'Petra' Full CGI Short Film for theme park.
Animating 'Petra' the main ladybug character
- 'Was ist Was TV' 26 episodes TV Series
Animating using a blend of motion capture and keyframe animation