

RESUME

Kay Poprawe

Personal Informations

First name/Surname Kay Poprawe

Telephone +49 0173 2454950

Email info@kaypoprawe.com

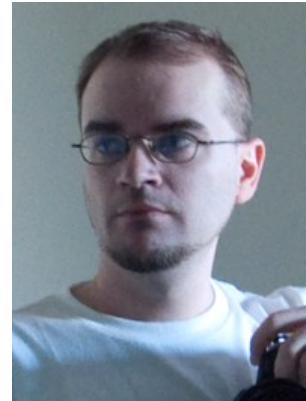
Nationality German

Marital Status Single

Sex Male

Birthday November 12, 1976; Marl, Germany

Background At the tender age of eight I discovered my talent for drawing. Using an Atari 800XE I had my first experience with digital graphic design in 1985 followed by an Atari ST1040 in 1991 on which I started to create high quality 2D graphics for different demosceners and groups. Out of this resulted I got employment at Software 2000 as 2D artist where I was involved in countless projects. Aside from designing digital images I specialized on texturing and shading 3D objects and gained experience in level design. Till now I enjoy my spare time to learn more and more new stuff and techniques besides my regular full-time jobs.



Work experience

Time January 2007 - present

Employer Locomotion Digital Facility, Duesseldorf, Germany

Occupation/Position Contract Freelance Lighting TD/Shading/Texturing

Locomotion Duesseldorf is the sister company of the London based company by the same name. Since the time I worked for Locomotion I had done over 30 commercials for worldwide and national customers like Braun, O2, Masterfoods, Henkel, Renault, Warsteiner, Wrigleys, Pepsi, Dr.Oetker, Gillette, RTL Television and many more. I was responsible for the lighting, shading, texturing and rendering for most of the commercials in the time I worked at Locomotion. Sometimes I done also modeling, matchmoving, camera animation work and CG Supervising.

Time **April 2009 – May 2009**

Employer **Parasol Island, Duesseldorf, Germany**

Occupation/Position **Freelance VFX Artist**

Parasol Island hired me for the new **Movie Park Germany** commercial produced for television. I worked on 9 from 13 shots of the commercial. I was responsible for scene layouting, some modeling, shot assembling, shading, texturing, lighting and rendering of 9 shots. The commercial has a overall time of 33sec.

Time **January 2009 – February 2009**

Employer **Parasol Island, Duesseldorf, Germany**

Occupation/Position **Freelance VFX Artist**

Parasol Island hired me for the Ikea PS Commercial that was produced for cinema in full CGI look. I worked on 3 from 6 shots of the commercial. I was responsible for scene/shot assembling, some modeling, bit of animation, shading, lighting and rendering of shot 1,2 and shot 4. The commercial has a overall time of 1 min 35sec.

Time **September 2008 – October 2008**

Employer **Double Plus Good, Wuppertal, Germany**

Occupation/Position **Freelance VFX Artist**

Double Plus Good is a small VFX Studio in Wuppertal, founded by **Tippett VFX Supervisor Frank Petzold**. Together with Frank and the team, I worked on Milka Commercials and had done the shading, lighting and rendering for those spots.

Time **October 2006 – Dezember 2006**

Employer **Studio II, Aachen / Ascaron Entertainment, Guetersloh, Germany**

Occupation/Position **Freelance 3D Artist**

Studio II the sister company of Ascaron Entertainment hired me to create textures and shading for the game **“Sacred 2 – Fallen Angel”**. I created textures for a few Real-time 3D assets in the game.

Time **June 2006 – September 2006**

Employer **Proline Software, Alfeld, Germany**

Occupation/Position **Freelance 3D Artist**

Proline Software hired me to work on there latest game **“Boxsport Manager”** and my job was to create textures for real-time characters and sets. I also created and designed the 2D graphic elements for the in-game menus.

Time **January 2006 – April 2006**

Employer **Ascaron Entertainment, Guetersloh, Germany**

Occupation/Position **Freelance 3D Artist**

Ascaron Entertainment is one of the biggest game companies known in Germany and I was hired to create textures and shading for the game "**Tortuga – Two Treasures**". I created textures for houses, ships, assets and complete levels.

Time **January 2005 - May 2005**

Employer **Ambient Entertainment, Hannover, Germany**

Occupation/Position **Freelance Shading/Texturingartist**

Ambient Entertainment hired me as shading and texturing artist for there second 3D feature movie "**Urmel aus dem Eis**" aka "**Impy's Island**". I had done textures and shading for many assets and props that are visible in the whole movie. I also was responsible for the texturing and shading of the island, the beach, some stuff inside the school, the forecourt of the school and the house of Professor Habakuk Tibatong. I had also textured and shaded a huge amount of plants and flowers for the jungle and other sets visible in the movie.

Time **June 2004 – August 2004**

Employer **4Head Studios, Hannover, Germany**

Occupation/Position **Freelance 3D Artist (focus texturing, shading)**

4 Head Studios hired me to work on the intro movie of the game "**Mall of America**". For the 70 seconds CGI movie I had done the texturing and shading.

Time **March 2004 – May 2004**

Employer **Proline Software, Alfeld, Germany**

Occupation/Position **Freelance 3D Artist (focus texturing, shading)**

I was hired to work on in-game cut scenes for a soccer manager game. I worked on the texturing and shading of the CGI football stadium and football players. The different cut scenes had a overall playtime of 38mins produced within 2 months.

Time **August 2003 – January 2004**

Employer **Island Games, Hannover, Germany**

Occupation/Position **Freelance 3D Artist (focus texturing, shading, lighting and rendering)**

I was hired to work on some in-game graphics for the game "**Holiday World**". I worked also together with 2 colleagues on a 2 minute intro movie in full CGI. My job was to shade and texture the 3D elements, doing the lighting, scene assembling and final rendering of the intro movie.

Time **June 2003 – July 2003**

Employer **Studio II, Aachen, Germany**

Occupation/Position **Freelance 3D Artist (focus texturing, shading, lighting and rendering)**

Studio II hired me as a freelance 3D Artist to work on the game “**Sacred**”. My job was to texture, shade, light and render 2 Full CGI background for the game and creating the 2D work and designs for the in-game menus.

Time **May 2001 – April 2004**

Employer **Ambient Entertainment, Hannover, Germany**

Occupation/Position **Lead Shading/Texturingartist**

Ambient Entertainment with a staff of 80+, is one of the biggest CG Movie companies in Germany. I was hired to work as a shading and texturing artist on the first German CG feature film, “**Back to Gaya**” also know as “**Boo, Zino and the Snurks**” aka “**The Snurks**”

After a few month my status switched to Lead Set Shading/Texturing artist and I worked nearly on every shot in the movie. In the time of the show I had done model cleaning for texturing, UV mapping, texturing, shading and test renderings. Despite this small team we managed to get the sets and shots finished in time.

Besides the show I switched my full employee to a freelancer and founded with 2 other friends the company “**Lightstorm3D GmbH**”. That's existing till now.

Time **January 2000 – January 2001**

Employer **Ixyom Digital Studios, Luebeck, Germany**

Occupation/Position **2D Artist**

Ixyom Digital Studios was a really small unknown game company in Germany, I worked just 1 Year mainly as a 2D Artist and I was responsible for 2D graphics and textures for the games and a bit of 3D work.

Time **August 1995 – January 2000**

Employer **Software 2000, Eutin, Germany**

Occupation/Position **2D-/Textureartist**

Software 2000 was a very well-known game company in Germany. I worked in the art department as a 2D Artist and Texture Painter and created art for mainly good known german game titles like **Bundesliga Manager Series, Swing or Pizza Syndicate**. In the whole time at Software 2000 I was involved in over 17 Game Titles and my work was focused in creating textures, background graphics and game menu designs for those titles. Beside my 2D works I started learning 3D in Maya and Power Animator.

Education

High-school diploma with advanced technical college certificate
career changer, hobby to career

Recommendations

From person [Lee Miller](#)

Employer at the time Locomotion Digital Facilities
worked directly with Kay at Locomotion Digital Facilities

Occupation/Position at the time Art Director+

"Kay is one of the most talented people I have ever met. It is simply chilling to watch the results of his work evolve over time and of all the shader/lighting/mental ray geeks out there Kay is one of the most respected. He also maintains a great online presence and a willingness to share his knowledge to advance the art-form. I look forward to having him back in Loco soon.", **September 10, 2009**

Recommendation source www.linkedin.com

From person [Dan Charbit](#)

Employer at the time Locomotion Digital Facilities
managed Kay at Locomotion Digital Facilities

Occupation/Position at the time VFX supervisor

"Kay is one of the best render guy I know. He knows exactly how to optimize the render time and how to keep the quality of the picture. I've really liked working with him, that was funny and I've learned many things. I hope I will work again with him. Maybe in France ;-).", **April 17, 2008**

Recommendation source www.linkedin.com

From person [Yann Lagoutte](#)

Employer at the time Locomotion Digital Facilities
managed Kay at Locomotion Digital Facilities

Occupation/Position at the time Vfx artist, Animator

"I worked with Kay at Locomotion Digital Facilities and I can say he is a really good Rendering TD, with a good eye for details. He really know his job about doing great pictures.", **April 13, 2008**

Recommendation source www.linkedin.com

From person [Pierre Grage](#)

Employer at the time Ambient Entertainment
worked with Kay at Ambient Entertainment

Occupation/Position at the time Visual FX Artist

"I worked with Kay during the Production of "Back to Gaya aka Buu, Sino and the Snurks" at Ambient. I was happy for the opportunity to work with Kay again. His Skills with Textures & Shading was highly needed if not unique during this Production. Beside that, he is always fun to work with and a very polite person.", **February 11, 2007**

Recommendation source www.linkedin.com

From person [Pierre Grage](#)

Employer at the time Software 2000
worked indirectly for Kay at Software 2000

Occupation/Position at the time 3D Artist

"Kay was Senior 2D Artist at Software 2000 and i enjoyed working with him a lot. He has a good eye and his skills, specially for Textures are brilliant. He had always time for questions and i could see clearly every day that he loves his work.", **February 11, 2007**

Recommendation source www.linkedin.com

Additional

Software Experience Maya, Painter, Mudbox, Fusion, Shake, Deep Paint 3D, Bodypaint3D, Boujou, PFTrack, Photoshop, Illustrator, Vray for Maya, Mental Ray for Maya.

Hobbies playing games, collecting movies, cinema, computers, CGI, VFX, skateboarding, snowboarding, photographic.