

Personal Informations	
Name	Marco Windrich
Email	marco@lightstorm3d.com
Nationality	German
Marital Status	Single
Sex	Male
Birthday	February 5 th 1980 Herne Germany
Background	<p>Aged seven I got my first home computer, a Commodore Amiga 500. Using Deluxe Paint I made my first tentative attempts to dive into the digital realm. In 1996 I started vocational college with main focus on graphics and design. I learned a lot about traditional drawing and painting. I had the opportunity to have a look at 3DSMax which revealed a completely new and interesting way to create graphics. Right after school I was employed by Software 2000 as a junior 3D artist and started working with Maya. My first project was the PC games title "Pizza Connection 2". I was responsible for modelling props and buildings and did character skinning. I also learned how to texture, shade and render in Maya.</p> <p>"Magic Island" for the Game Boy Advance was my first console title to work on. It was a racing title like Mario Kart with pre-rendered 2D sprites. I created the backgrounds for menus and did character, landscape and level design. In 2001 I became a freelancer and worked at Ambient Entertainment on the first German CG feature film "Back to Gaya". My main task was to model props and complete sets.</p> <p>In 2003 I started my own business called Lightstorm3D with two colleagues I knew since my time at Software 2000.</p>
Software Experience	Autodesk Maya Adobe Photoshop Autodesk Mudbox Mental Ray for Maya Next Limit RealFlow
Work Experience	
Time	2003 - present
Company	Lightstorm3D GmbH, Lüdenscheid, Germany
Position	Managing Director, Senior Modeling Artist
Clients	As a Co-Founder of Lightstorm3D I was booked for several company's. Each founder is still working as freelance artist 4Head Studios, Ambient Entertainment, Ascaron Entertainment, DoublePlusGood, exDrems, Koch Media, Phenomedia Publishing, ProLine Software, Studio 2, Locomotion Digital Facility's, Parasol Island
Projects	PC Games: Sacred, Holiday World, Kicker Manager 2004, Moorhuhn Adventure, Tortuga „Two Treasures“, Sacred 2 Visualisation: Geringhoff Commercials: Braun, O2, Dove, Kikkoman, RTL Television, Gillette, Melitta, Lenor, Persil, Ciucas Beer, Warsteiner, Wriggley, Centrum, Web.de, Payback

Time	January 2007 - now
Employer	Locomotion Digital Facility, Duesseldorf, Germany
Occupation/Position	Contract Freelancer Senior Modeling Artist At Locomotion Duesseldorf I worked on over 30 commercials. I was responsible for modeling, texturing, shading and rendering.
Time	April 2009 – May 2009
Employer	Parasol Island, Duesseldorf, Germany
Occupation/Position	Freelance VFX Artist For Parasol Island I worked on a „Movie Park Germany“ commercial. Therefor I was responsible for modeling the theme park rides, additional scene layout, texturing and shading. The commercial has an overall time of 33sec. „Infinity“ was a car commercial. I cleaned up the CAD model so that it was usable in maya and ready for texturing and shading.
Time	March 2009 – April 2009 / 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 Tippet VFX Supervisor Frank Petzold. I worked on Milka Commercials and had done modeling, texturing, lighting and rendering for some of those spots.
Time	October 2006 – Dezember 2006
Employer	Studio II, Aachen / Ascaron Entertainment, Guetersloh, Germany
Occupation/Position	Freelance 3D Artist For the Game „Sacred 2 – Fallen Angel“ I created models and textures for a few real-time 3D assets.
Time	June 2006 – September 2006
Employer	ProLine Software, Alfeld, Germany
Occupation/Position	Freelance 3D Artist My job for the game „Boxsport Manager“ was to create models and textures for real-time characters, sets and assets. I also created and designed some of the 2D graphic elements for the in-game menues.
Time	January 2006 – April 2006
Employer	Ascaron Entertainment, Guetersloh, Germany
Occupation/Position	Freelance 3D Artist For the „Tortuga – Two Treasures“ my job was to create real-time models and textures for houses, ships, assets and complete levels. Therefore I worked closely together with the art-director.

Time	January 2005 – May 2005
Employer	Ambient Entertainment, Hannover, Germany
Occupation/Position	Freelance Modeling Artist Ambient Entertainment hired me as modeling artist for there second 3D feature movie „Urmel aus dem Eis“ aka „Impy´s Island“. My main job was to layout the sets and build high-resolution models for assets and probs. For the movie „Thief Lord“ I recreated scanned models for a carrousel.
Time	June 2004 – August 2004
Employer	4Head Studios, Hannover, Germany
Occupation/Position	Freelance 3D Artist 4 Head Studios hired me to work on the intro movie of the game „Mall of America“.
Time	March 2004 – May 2004
Employer	ProLine Software, Alfeld, Germany
Occupation/Position	Freelance 3D Artist I modeled the football stadium and football players. The different cut scenes had an overall playtime of 38mins produced within 2 months.
Time	August 2003 – January 2004
Employer	Island Games, Hannover, Germany
Occupation/Position	Freelance 3D Artist My job for the game „Holiday World“ was to create models of houses for some in-game graphics. The main part of the time I worked on layouts and models for the 2 minute intro movie. Therefor I built assets, backgrounds and characters. Additional I did the lighting of an underwater scene.
Time	June 2003 – July 2003
Employer	Studio II, Aachen, Germany
Occupation/Position	Freelance 3D Artist Studio II hired me as a freelance 3D artist to work on the game „Sacred“. My job was to model 2 full CG backgrounds.

Time	January 2000 – April 2004
Employer	Ambient Entertainment, Hannover, Germany
Occupation/Position	Contract Modeling Artist
	Ambient Entertainment with a staff of 80+, is one of the biggest CG Movie company in Germany. I was hired to work as a modeling artist on the first German CG feature film, „Back to Gaya“ also known as „Boo, Zino and the Snurks“ aka „The Snurks“.
	For nearly most of the shots I did the modeling including backgrounds, complete sets and assets. I was responsible to create complete digital sets, working closely with the art directors design-wise.

Time	August 1998 – January 2000
Employer	Software 2000, Eutin, Germany
Occupation/Position	Junior 3D Artist
	Software 2000 was a game company in Germany. I worked in the art department as a 3D Junior Artist and created models for mainly good known german game titles like Bundesliga Manager X and Pizza Syndicate.
