

CV JOSHUA KOILPILLAI



name Joshua Koilpillai
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date of birth 02/26/1988

nationality German

training & qualifications **advanced**
Zbrush, Maya, Mari, Photoshop

basics
Marvelous Designer, 3DsMax, Houdini, Cinema4D

education since 2013 **3D Freelancer**
2008–2013 **University of Applied Sciences in Kaiserslautern, Germany**
Bachelor of Arts
2005–2007 **Technical College in Design in Frankfurt, Germany**
vocational diploma

work experience 2016 **Rise Visual Effects Studios**
3D Artist (4 Month)
TV Series (Babylon Berlin)
(Hero Asset Modeling)
Rise Visual Effects Studios
3D Artist (2 Month)
Feature Film (Doctor Strange)
(Asset Modeling, Texturing, Shading)
Rembrandt GmbH
Sculpting Artist (3 Days)
(converting 2D Character Concept to a 3D Sculpt)

work experience

2016

Rise Visual Effects Studios

3D Artist (4 Month)
Feature Film (Renegades)
(Asset Modeling, Texturing, Shading)

2015

Rise Visual Effects Studios

3D Artist (6 Month)
Feature Film (Renegades)
(Asset Modeling, Texturing, Shading)

MovieBrats Films & Animation

Lead 3D Modeling Artist (2 Month)
TVC "Marui"
(Character Modeling, Blendshapes)

Dyrdee Media GmbH

Head of 3D (1 Week)
TVC Styleframes
(Asset Modeling, Texturing, Shading, Lighting, Rendering)

Dyrdee Media GmbH

3D Artist (5 Weeks)
TVC - "Disney Store"
(Asset Modeling, Texturing, Shading, Lighting, Rendering)

Dyrdee Media GmbH

Head of 3D (2 Weeks)
TVC - Disney Oscar Commercial
(Asset Modeling, Texturing, Shading, Lighting, Rendering)

2014

Dyrdee Media GmbH

3D Artist (9 Weeks)
TVC - Pitch "Disney Store"
(Asset Modeling, Texturing, Shading, Lighting, Rendering)

FAUST GmbH

3D Artist (1 Week)
TVC - Pitch
(Character Modeling, Texturing, Shading, Rendering)

Dyrdee Media GmbH

Head of 3D (3 Weeks)
TVC - "Disney Weihnachten"
(Asset Modeling, Texturing, Shading, Lighting, Rendering)

908video GmbH

3D Artist (5 Weeks)
TVC - "Samsung Online"
(Human 3D Scan Data Cleanup, Texturing, Shading)

work experience	2014	<p>Fish Blowing Bubbles 3D Artist (12 Weeks) FILM - "Gespensterjäger" (Set Extension, Environment Modeling, Texturing, Shading)</p> <p>Dyrdee Media GmbH 3D Artist (16 Weeks) TVC - "Dutch Lady 20+" (Asset Modeling, Texturing, Shading, Lighting, Rendering)</p> <p>Peppermill GmbH 3D Artist (3 Weeks) Print - "Kinderschokolade" (Asset Modeling, Shading, Lighting, Rendering, Comping)</p>
	2013	<p>Morro Images Inc. 3D Artist (10 Weeks) Full CG Teaser Trailer - "Serena" (Character Modeling, Texturing, Shading)</p> <p>Peppermill GmbH 3D Artist (2 Weeks) Print - "Masters" for McKinsey & Company (Character Modeling, Sculpting)</p>
	2012	<p>Peppermill-Berlin GmbH internship (8 month) 3D Modeling, Sculpting</p>
	2008	<p>DFA TV Agency in Düsseldorf, Germany internship (one month)</p>
	2006	<p>advertix Advertising Agency in Heidesheim, Germany internship (one month)</p>
	2005	<p>Kontrastilm Filmproduction in Mainz, Germany internship (two weeks)</p>