

Jan Oberhauser

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Personal Information's

Date of Birth: 10. April 1983
Place of Birth: Kempten (Allgaeu), Germany
Citizenship: German

Statement of Interest

I am very interested in deepening my knowledge in compositing, 3D and scripting. Also I want to learn new things and programs. At the moment I try to get more into Particle-Simulation and learn Houdini. Pipeline-programming with Python is also a thing I am very attracted to and looking forward to work in again.

Employment History

08/11 – now Pixomondo Images, Frankfurt, Germany

Stereo-Compositing Artist on the Cinema Movie "Hugo Cabret - 3D"

03/11 – 06/11 Rising Sun Pictures, Adelaide, Australia

Pipeline TD (*Green Lantern, Journey 2, Pirates of the Caribbean 4, Red Tails*)

- Shadow-Map-Split for Maya 3delight renders to increase renderspeed on Stereo- and Tile-Renderings
- Wrote Tile-Rendering-Script for Maya 3delight including exr-merge-commandline-tool
- Shader-Update-Script which updates all Shader-Assets to given version
- Sanity-Check and other scripts for Texture-Tools
- Changed existing scripts to render on farm
- Maintained, improved and extended existing pipeline-tools and Maya-Scripts
- User-Support

11/10 – 03/11 Dr. D Studios, Sydney, Australia

Technical Assistant (*Happy Feet 2*)

- Script to render automatically turntables of new characters and props in Houdin
- Improved and extended Houdini-Asset-System in Surfacing-Department
- Tank-Plugin to automatically create new Asset-Packages on content-package publish
- Automatic update of Assets on content-package publish
- User-Support

08/10 – 09/10 Pixomondo Images, Frankfurt, Germany

Compositing Artist on a Deutsche Telekom Commercial

06/09 – 01/10 Anthem FX, Vancouver, Canada

Compositing Artist on the Cinema-Movie "Tucker & Dale" and the TV-Series "Sanctuary"

03/09 – 05/09 Studio SOI, Ludwigsburg, Germany

Compositing Artist on the TV-Movie "Gruffalo"

02/09 – 03/09 Pixomondo Images, Ludwigsburg, Germany

Compositing Artist on the Cinema-Movie "Postkarte nach Copacabana"

12/08 – 12/08 Elektrofilm, Stuttgart, Germany
Compositing Artist on TV-Movie “Grenzgänger”

09/07 – 03/08 Elektrofilm, Stuttgart, Germany
Junior Compositing Artist on TV-Movie “Gustloff” and Cinema-Movie “The Rainbowmaker”

05/05 – 03/08 GameStop, Memmingen, Germany
Webshop programmer & Webshop-Marketing

Personal Scripts

In my freetime I was writing some scripts for Nuke, Maya and Houdini which can be found on my homepage and pages like nukopedia and creativecrash.com

- [autoComper](#) (*Nuke*)
Automatically creates comps on the push of a button. It drastically increases the time a compositor needs to start with a comp of 3D-Elements
- [FromMaya2Nuke](#) (*Maya, Nuke*)
Exports Cameras, Lights, Geometry and Locators from Maya to Nuke and sets up a complete and ready to start comp-script
- [FromHoudini2Nuke](#) (*Houdini, Nuke*)
Exports Cameras, Lights, Geometry and Locators from Maya to Nuke and sets up a complete and ready to start comp-script
- [FromNuke2Maya](#) (*Maya, Nuke*)
Export Cameras from Nuke to Maya

Computer skills

- **Operating Systems:** Windows Vista/XP/2000/NT, Mac OS, Linux, DOS, OS2
- **Languages:** Python, MEL, PHP, MySQL, HTML, CSS, JavaScript, XML, C++, Java, Assembler
- **Software:** Houdini, Nuke, Fusion, Shake, Combustion, Maya, FinalCut, PFTrack, Boujou
Adobe: Photoshop, Premiere Pro
Microsoft: Word, Excel, PowerPoint, Access, Frontpage

Education and Training

10/05 – 02/09 Media University (Hochschule der Medien), Stuttgart, Germany
Bachelor of Engineering (02/09)
Major: “Audiovisual Media” with an emphasis on technology and design
Thesis: Creation of a VFX-ImageClip with Stop Motion and D21-Shooting

09/03 – 09/05 Scientific-Technical Academy Prof. Dr. Grübler, Isny, Germany
Assistant for Information and Communication Technology
Apprenticeship, 2 years

Awards

Youth career grant - Best of the year, Scientific-Technical Academy Prof. Dr. Grübler (2005)

Languages

- German (mother tongue)
- English (fluent)

Interests

Jogging, Parachuting, Snowboarding, Photographing