



ALEXANDER NICOLAS OSTERMANN

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SUMMARY

13+ years professional experience as Character Animator, Animation Director and CG freelancer. 4+ years of teaching experience with focus on character and 3d Animation. Author of 20+ articles published in leading German journals. Author of 2 critically acclaimed German textbooks for AutoDesk Maya and character animation. Highly proficient in Animation, VFX and Supervising Productions.

PROFESSIONAL EXPERIENCE

May'14 - present: DigiTale Studios GmbH & Co KG

"Sky Sharks" · *Animation Director · VFX Supervisor · Co-Producer*

Nov'16 - Feb'17: Wooga

"Untitled Game" · *Overseas Animation Supervisor*

Dec'16 - Jan'17: Virtual Evolution

"Kalkofe's Media Mixdown" · *Animation and VFX*

Sep'15 - Mar'16: Virtual Evolution

"Das Früshtyxradio - Der Rückblick" · *Director*

Sept'15 - Jan'16: Scanline VFX

"The Lake", "The Shallows", "Der geilste Tag", "Berlin1" · *Animator*

Sept'14 - Aug'15: scopas medien AG/ZDF

"JoNaLu" · *Animation Director*

Oct'13 - Apr'14: Bummfilm GmbH/BigHug FX/ RatPack/Constantin Film

"Mara and the Firebringer" · *Animation Director*

Jun'13 - Sep'13: DigiTale Studios GmbH & Co KG

"SPORES" - Feature Film · *Animation Director*

Mar'13 - May'13: Pixomondo GmbH & Co KG/Tradewind Pictures

"Petterson & Findus" - Feature Film · *Senior Character Animator*

Dec'12 - Mar'13: Pixomondo GmbH & Co KG/HBO

"Game of Thrones" - TV Series · *Creature Animator*

Sep'12 - Oct'12: Pixomondo GmbH & Co KG

"Petterson & Findus" - Feature Film · *Previz Animator*

June'12 - Aug'12: DigiTale Studios GmbH & Co KG

"Kalkofes Mattscheibe" - TV Show · *CGI Producer · Animation Designer & Director for Animated Sequences*

Sep'11 - May'12: M.A.R.K.13/Calligari Film

"Rusty Knight" - Feature Film · *Lead Character Animator · Stereoscopic Cameras*

Jun'11 - Aug'11: Axis Animation

· *Lead Character Animator*

Mar'09 - Apr'11: Yager Development GmbH

"Spec Ops: The Line" - Triple A Computer Game · *Senior Character Animator · Motion Capture Clean Up Artist*
· *Keyframe Animator · Creature Specialist · Game Engine Implementation*

Jun'09 - Dec'10: Shortfilmproduction Frühstyxradio

"Die Arschkrampen"

· *Director · Animation · Design · Modelling · Character Set-Up and Facial Set-Up / Rigging*

Feb'09 - Mar'09: 4Me Filmstudios

· *Character Animator*

Sep'08 - Oct'08: 3D Comp Ani

· *Animator · Modelling · R & D*

Jul'08 - Sept'08: Treanor Brothers Animation

· *Character Animator · Motion Capture*

Jan'08 - Mai'08: Radar Film/Crone Film/Sola Media

"Sunshine Barry and the Disco Worms" – Feature Film · *Character Animator*

April '07 - Dec '07: Pictorion Magma Animation

"Way to the Stars" – Feature Film · *Character Animator*

Dec '05 - Apr '07: CA Scanline / Herbx Film

"Lissi und der wilde Kaiser" - Feature Film · *Senior Character Animator*

Mar '05 - Nov '05 : Ambient Entertainment GmbH + Co. KG / Bavaria Pictures

"Urmel aus dem Eis" - "Impy's Island" - Feature Film · *Lead Character Animator (King Pumponell the 55th)*

Sept '04 - Nov '04: Animationsfabrik GmbH / Warner Bros. Entertainment / Cartoon Film

"The Little Polar Bear 2" - Feature Film · *CG Animator*

April '04 - Jul '04: Treanor Brothers Animation

"Re-Mission" · *Character Animator*

EDUCATION

· Sep '99 - May '03: **Academy of Art University in San Francisco**

· Bachelor of Fine Arts in Computer Arts

· Focus on Character Animation, Compositing and VFX

ADDITIONAL STUDIES AND COURSEWORK

· Summer 2014: Blu Shuttle, ILM Masterclass, Creature and VFX Animation

· Summer 2013: Michal Makarewicz (Pixar) Masterclass

· Fall 2004: Pixar Animation Track #2, 15 Weeks

TEACHING EXPERIENCE

· Jul '11 - present: Instructor at MediaDesign University and SAE Institute in Berlin.

Teaching classes in Animation, Rendering, Lighting, Stereoscopic imaging, Camera and Storyboarding

PUBLICATIONS

· Published articles about Maya for the Digital Production, Germanys Nr. 1 VFX Magazine.

· Published books about Maya and Animation with special focus on Maya 2013 and Maya 2015 - published by MITP