

Maik Donath
3D Generalist/ Fx Artist

contact: contact@insect-fx.com website: www.digital-alchemist.com
Demoreel: <https://vimeo.com/98221991>

Resume:

Career:

Freelance Remote Fx-Artist at Phenom Films Berlin:

January 2015 – Feb. 2015

Working remotely from my office in Berlin for the RnD Department of Phenom Films under supervision of Wayne England.

Tools used: 3ds Max, FumeFx, Thinking Particles, Vray

Fx Artist / 3D Generalist at Prophecy Berlin

March 2014 – January 2015

Working as Fx Artist and 3D Generalist in Berlin on different Projects and Animations under supervision of Christoph Schmidt and Andreas Alesik

Tools used: FumeFx, Pflow Box#2,3, Vray 3.0, After Effects, Thinking Particles, Thinkbox Frost, Thinkbox Krakatoa, 3ds Max

CGFX Trainee at Prophecy FX Berlin

October 2013 – March 2014

On the Job Training on different Projects under supervision of Christoph Schmidt

Tools used: FumeFx, Pflow Box#2,3, Vray 3.0, After Effects, Thinking Particles, Thinkbox Frost, Thinkbox Krakatoa, 3ds Max

3D Artist at VFX-Box Nuremberg

February 2013 – August 2013

Finding Solutions for the daily 3D business under supervision of Benjamin Haagen and Michael Goebel

Tools used: FumeFx, Vray 2.0, After Effects, Thinking Particles, Thinkbox Frost, Thinkbox Krakatoa, 3ds Max, Motion Builder, Nuke X,

Freelance FumeFx Artist for BA-Software Development

December 2011 – Aug. 2013

Working on different Visual Effects as Key Elements for the Mobile-App „Fx-Guru“ for Bachir Babale from BA-Software

Tools used: FumeFx, Thinking Particles, Vray

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CGFX Trainee at Celluloid VFX

Sept. 2011 – March 2012

Working as CGFX Trainee on „Underworld Awakening“, „Hasenhimmel“ and „more than Honey“ under supervision of Michael Landgrebe and Holger Hummel.

Freelance 3D Artist for Neurotainment TV

June 2008 – December 2012

Design, Animation, Shading and Rendering for the shortmovie vision „Bewusstsschein“ of Andreas Simon

Tools used: FumeFx, Thinking Particles, Mental Ray
Vray, Thinkbox Frost

3D Artist at Sportbiene Bindlach

July 2005 – April 2008

3D Design for Onlineshop Systems

Tools used: 3ds Max, Photoshop, E-commerce Systems

Junior 3d Artist at die Manufaktur Frankfurt\Main

April 2004 - June 2005

Training in Media Art and Sound

Tools used: Avid Composer, 3ds Max, After Effects, Photoshop

Creature Design at Purity Animation Studio

Januar 2002 - April 2005

Mainly modeling tasks for shortmovies of Paul Sach

Colonial Marines – Elite Forces
Alien Xtreme (unreleased)

Education:

Werner-von-Siemens School for Media Art and Sound Design Frankfurt / Main

Sept. 2004 – June 2005

Production Software Skills

3ds Max, Thinking Particles, Krakatoa, Vray, After Effects, Photoshop, FumeFx, Phoenix FD, Mudbox, Mental Ray, Premiere, Windows, Mac

Special Skills and Experience:

Self-taught general 3D artist for over 10 years.

Skills: artistic supervision, problem solving, lighting,
low/high hardsurface modeling, shading/texturing & effects/ Particle and Fluid Effects

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Project List

Visual Effects Projects:

- **Underworld Awakening (Featurefilm 2012)**
Position: 3D Artist
Responsibilities: Creation of Hold Out Masks for FumeFx Simulation
- **The New Kind Episode 1 – The ordinary World (TV Series) (2012)**
Position: Effects Artist
Responsibilities: Creation of Effect Elements with FumeFx
- **In einem Wilden Land (TV Movie) (2013)**
Position: Effects Artist
Responsibilities: Creation of Cloud Effects Layer with Dreamscape Tools
- **Die Spiegel Affäre (TV Movie) (2014)**
Position: Effects Artist/ Animator
Responsibilities: Simulating nuclear Explosions with FumeFx, Lead Research and Development, shading and creation of missile effects
- **Zorn – Tod und Regen (TV Movie) (2014)**
Position: Effects Artist / Shading Artist
Responsibilities: Simulation of Rain Layer, Shading and Animation
- **Schändung (Featurefilm 2014) "Fasandræberne" (original title)**
Position: Effects Artist / Shading Artist
Responsibilities: Creation of Impact Elements with FumeFx, Realflow and Thinkbox Frost
Lead Research and Development for Effects Elements
- **Kill-J Bullet (Musicvideo 2014)**
Position: Lead 3D Generalist/ Shading Artist
Responsibilities: Bullet Shading, Animation, Rendering

Commercial Projects:

- **CCTV Dialog (2013)**
Position: 3D Generalist
Responsibilities: Supporting the Shading and Rendering of Scenes.
- **Vedes Birthday Anniversary (2014)**
Position: 3D Generalist
Responsibilities: Key Visual Creation and Particle Animation for Effects Elements
- **Panasonic BigFoot**
Position: 3D Generalist
Responsibilities: Camera Projection, Shading and Animation of Key Visual Elements

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- **Evonik internal Animation**
Position: 3D Generalist / Lead Research and Development Artist
Responsibilities: Traffic Simulation RnD, Shading, Animation, Rendering