

Katharina Schuetz

Animator, CG Artist

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Leiden, The Netherlands (German nationality)
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I am a dedicated character animator with a broad set of 3D skills and a passion for creative and technical challenges.

Project Experience

Feb 2017 – present	Deliver Us The Moon, KeokeN Interactive, Hoofddorp, NL 3D Animator <ul style="list-style-type: none">Responsible for keyframing a large number of human animations and editing over existing onesCooperating with the tech department to plan and implement the animation side of the player character locomotion systemContributing to shot planning and technical implementation of in-game cinematics, creating cameras and animations for those
Sept 2016 – Dec 2016 (3,5 months)	Horizon Zero Dawn, Guerrilla Games, Amsterdam, NL Junior Animator <ul style="list-style-type: none">Editing motion captured body animation for NPC game cycles and cutscenes for Guerrilla Games's Horizon Zero Dawn
Aug 2015 – Jan 2016 (6 months)	Motion capture for in-engine cutscenes, metricminds, Frankfurt, Germany Motion Capture Artist (Intern) <ul style="list-style-type: none">Cleaning up motion capture dataMotion editing and smoothing in animation blendsAssisting on set during motion capturing sessions
Sep 2014 – Apr 2015 (7 months)	Parallels: Animated Short, Team PillowSheep, Breda, NL Art Lead, Character Animator, Concept Artist <ul style="list-style-type: none">Planning and supervising sprints for a team of 11 artistsConceptualizing and coordinating colors and composition, camera workMoCap re-targeting and editing, facial animation, animation QA

Education

2012 – 2016 (4 years)	Bachelor of Science, 3D Visual Art , NHTV University of Applied Sciences, Breda, NL Learned a broad base of CG skills in the artist's branch of the course International Game Architecture and Design. Graduated with distinction. Graduation project: Animated short focused on narrative and body animation.
2004 – 2012 (8 years)	Abitur , Hilda-Gymnasium, Koblenz, Germany Degree of general education qualifying for university. Major subjects: English, Mathematics, Latin.

Skills

Software	Advanced: Autodesk Maya, Motionbuilder, Unreal Engine 4, Vicon Blade (data clean-up), Photoshop, xNormal Proficient: Zbrush, Houdini (procedural modelling), Mental Ray, V-Ray, Autodesk Composite, Nuke, After Effects, Illustrator
Languages	English: Full professional proficiency Dutch: Very good understanding, basic speaking German: Native language Latin: Extensive translation experience

Interests

Activities	Drawing, planning motion flow, video games, learning Japanese, reading, having a coffee with friends
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