

HELGE STANG • RESUME

Helge Stang
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My aim is to create and compose photo-realistic images. To enhance the team's performance I also started to develop tools that bring the different departments closer together and solve the problems that may occur on every new project. I love challenges.

CV:

Since 2012	Freelance compositing artist
2010 – 2012	Compositor at Südlich-t, Munich (www.suedlich-t.de). Focused on TV commercials and R&D as well as pipeline development in a Fusion/Maya environment.
2009 – 2010	Freelance Flame operator. Furthermore I did some documentary/expedition jobs (photography and video) in Indonesia and Papua New Guinea.
2007 – 2009	Flame Operator at Twentyfive Seven, Munich. Mostly TV commercials.
2005 – 2007	Apprenticeship at TV Werk as a “Film-/Videoeditor”. Went through the whole postproduction process (video engineering, linear/non linear editing, color grading, film processing, audio postproduction, vfx and 3d animation)
2002 – 2005	Civil service and several internships in TV/Design companies.
2002	End of school (Abitur)
1983	Born in Berlin, Germany

Skills:

Digital compositing, camera tracking, stereoscopic workflow, lens corrections, paint & retouch, rotoscoping, matchmoving, keying, R&D, scripting and tool development.

Apart from the computer I got experience as set supervisor, in photography and video/film shooting.

Software skills:

Eyeon Fusion, The Foundry Nuke, Autodesk Flame, Syntheyes, Boujou, Iridas, Speedgrade, Avid, Premiere, Photoshop, After Effects, Illustrator, Python, PHP, SQL, Javascript.

Although I don't do much 3d animation anymore I also got a good understanding of the capabilities of Maya, Mudbox, Z brush, 3ds Max, Softimage XSI, Realflow, Vue, Naiad and Houdini.

And after work?

In the unlikely event of leaving work before midnight I love to play my beautiful acoustic bass guitar.