

Tobias Hauck

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EDUCATION

- Sep. 2012 - present** **Electronic Media Master at the Stuttgart Media University**
- Implementation and master's thesis about a physically based hair BSDF for the open source renderer Mitsuba
 - Production of an animated short: Rendering, Pipeline, Rigging, Lighting
 - Development of a rendering workflow for a high performance computing cluster
 - Preliminary grade: 1.3
- Jan. 2014 - June 2014** **Animation & Design at the University of Sunderland**
- Sep. 2009 - Aug. 2012** **Audiovisual Media at the Stuttgart Media University**
- Implementation and bachelor's thesis about a Maya plugin for creating character UI's
 - Production of two animated shorts: rigging, pipeline, animation
 - Bachelor of Engineering with a final grade of 1.4

WORK EXPERIENCE

- June 2015 - present** **Part-time academic assistant at the Stuttgart Media University**
- Implementing an importance sampling strategy for a physically based hair BSDF
- Dec. 2012 - Nov. 2013** **Part-time research assistant at Fraunhofer IAO, Stuttgart**
- Database design and programming, front-end development: Linux, Apache, Python, Django, PostgreSQL
 - Data analysis with Python
- Sep. 2011 - Feb. 2012** **Full-time internship at the animation studio Filmbilder**
- Responsible for the whole post production of a Flash animated TV series
 - Modelling and rigging for TV commercials and pilot episodes of a TV series

SKILLS

- Software** Autodesk Maya, V-Ray, Adobe AfterEffects, Adobe Premiere, Adobe Photoshop, eyeon Fusion
- Programming languages** Python, Java, C++, MEL, Bash, web development
- General** Strong problem-solving abilities, solid background in maths, good communication, excellent teamworker

LANGUAGES

- German** Native
- English** Fluent
- French** Basic

EXTRA

- Hobbies** Jogging, Badminton, Piano
- Awards** German video award 2012: best animation