



Thomas Voss

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Website, Portfolio, Profiles

- www.3dframeworks.de

Professional Summary

Creative Animator with 18 years of experience in 3D Animation. Passionate about developing characters that bring stories to life. Proficient in Autodesk Maya and 3ds max focused on completing projects with accuracy and artistic skill.

Skills

- Animation for VFX and Feature Film
- Proficient in Keyframe and Mocap Animation
- Experienced in different Production Pipelines
- besides Animation I did Camera Layout and Rigging on several Productions

Work History

05.2021 - Current

3D Character Animator

Mideu Film - Halle, Germany

- Provided Character Animation from Camera Layout till Final Animation for the CG Feature Richard the Stork 2

03.2020 - 06.2021

3D Character Animator

Mack Animation - Hannover, Germany

- Provided Character Animation from Camera Layout till Final Animation for the CG Feature Happy Family 2
- Combined technical and artistic abilities to accomplish challenging animation objectives.

01.2019 - 03.2020

3D Character Animator

Traumhaus Studios - Erfurt, Germany

- Character Animation and Rigging for the CG Feature Meine Freundin Conni

01.2011 - 01.2019

3D Character Animator

Motionworks - Halle, Germany

- Worked as Character Animator and Rigger on several CG Featurefilm Productions such as
- Latte Igel and the Magic Waterstone
- Capt'n Sharky
- Mullewapp

- Keinohrhasen
- Marco Polo

02.2011 - 06.2011

3D Character Animator

Double Negativ - London, Great Britain

- Worked on "John Carter of Mars" on motioncapture animation for crowd characters

01.2010 - 06.2010

Character Animator

Trixter VFX Studios - Munich, Germany

- Used Autodesk Maya to create realistic characters with full range of emotions and movement for Trixters CG Feature "Lilli the Witch - The Journey to Mandolan"

02.2007 - 11.2009

3D Character Animator

Ambient Entertainment - Hannover, Germany

- Worked as Character Animator on 2 CG Features "Urmel - Impys Wonderland" and "Animals United"

10.2005 - 02.2007

3D Character Animator

Scanline VFX - Munich, Germany

- Worked on the CG Feature "Lissi and the wild Emperor" as Character Animator and Camera Layout

Education

10.2001

SAE Digital Film Producer Diploma in 3D Animation, 3D Animation, SAE Institute - Munich, Germany

Languages

German

Bilingual or Proficient (C2)

English

Upper intermediate (B2)