

3D character animator, digital artist

Carsten Seller
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Germany

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work experience:

- 2014 – **Goodgame Studios**, senior character animator, team lead animation
- unannounced core-game project
- unannounced mobile game
- 2013 **Der 7bte Zwerg**, directed by Boris Aljinovic and Harald Siepermann
senior character animator, Ambient Entertainment GmbH & Co. KG
- 2013 **Pettersson und Findus - Kleiner Quälgeist, große Freundschaft**, directed by Ali Samadi Ahadi
senior character-animator, Pixomondo Studios GmbH
- 2013 **Game of Thrones Season 3**
senior character-animator, Pixomondo Studios GmbH
- 2012 **The Hobbit: An Unexpected Journey**, directed by Peter Jackson
character animator, Weta Digital Ltd.
- 2012 **Marvel's The Avengers**, directed by Joss Whedon
character animator, Weta Digital Ltd.
- 2012 **Prometheus**, directed by Ridley Scott
character animator, Weta Digital Ltd.
- 2011 **Abraham Lincoln: Vampire Hunter**, directed by Timur Bekmambetov
character animator, Weta Digital Ltd.
- 2011 **Rise of the Planet of the Apes**, directed by Rupert Wyatt
character animator, Weta Digital Ltd.
- 2010 – 2011 **The Adventure of Tintin: The Secret of the Unicorn**, directed by Steven Spielberg
character animator, Weta Digital Ltd.
- 2010 **Legends of Valhalla: Thor**, directed by Óskar Jónasson, Toby Genkel
character animator, Pictorion Magma Animation GmbH
- 2009 **Animals United**, directed by Holger Tappe
character animator, Ambient Entertainment GmbH & Co. KG
- 2008 **Battleforge**, RTS – Game, Electronic Arts
character-animator, EA Phenomic
- 2007 **The Flight Before Christmas**, directed by Michael Hegner (A.Film), Kari Jusoonen (Animaker)
character-animator, Pictorion Magma GmbH
- 2006 – 2007 **Lissi und der wilde Kaiser**, directed by Michael Bully Herbig
senior character animator, CA Scanline Production GmbH
- 2005 **Urmel aus dem Eis**, directed by Holger Tappe
lead animator, Ambient Entertainment GmbH & Co. KG
- 2004 – 2005 **Der Kauboy / Trouble gum**, graduation project, directed by Carsten Seller
- 2002 – 2003 **Back To Gaya**, directed by Lenard Krawinkel and Holger Tappe
character animator, Ambient Entertainment GmbH & Co. KG

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honors received:

2006 shortfilm award of „Friedrich Wilhelm Murnau“ Foundation
2005 animago award, shortfilm category
2005 going underground award, berlin
2003 eMil award of federal state lower saxony
2001 animago award, shortfilm category

skills: - strong feeling and understanding of human and animal motion, realistic and cartoony.
 - facial performance animation and FACS.
 - experience in working with keyframe and motion capture data
 - professional experience in life action and animated features, commercials and games
 - time management ability, leading a team in an agile environment
 - open to new ideas and challenges

software: Maya, Unreal Engine, Unity, Nuke, Boujou, Motionbuilder, Final Cut Pro, Premiere, Photoshop, Linux

languages: German, English

education: 1999 Abitur
 1999 - 2005 University Of Applied Sciences And Arts Hannover, Design and Media Department
 2005 graduation in communications design