

Johannes Saam

Technical director

Term Address (until 14/09/2007)

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Nationality: German

Date of birth: 10/02/1984

EDUCATION:

MSc Computer Animation (09/06 – 09/07),

post graduate diploma with distinction, currently completing the final stage of the masters.

Projects:

Masters project, Muscle modeling and skin deformation system for maya.

Z depth based relighting tools for nuke.

Stand alone ray tracer in C++

Group Project, Muscle simulation for a Troll creature animation

Mass-Springs simulation tool for maya.

Particle aggregation simulation in C++ and renderman

Student Representative for the MSc

3D Animation Diploma (01/04 – 03/05),

SAE institute Munich, Germany, first class diploma.

Projects:

Various 3D animation projects done in maya, 3ds max and XSI.

Final Project, rendered cars with crashes and particle effects.

German Abitur (08/94 – 04/03),
Adalbert – Stifter Gymnasium Passau, Germany

Main subjects:

History, Politics, Arts, English, French

2nd student representative for the school.

Winner of several science awards (“jugend forscht”) in biology and physics

Member of the orchestra.

WORK EXPERIENCE:

CA Scanline Production (05/05 – 08/06),

3d artist working with maya and 3ds max, doing effects (Flowline), lighting, rendering, research and development, animation and matchmoving.

Sub-par-Pix (08/06),

freelance 3d artist.

Gallerie der Medien (05/04 – 12/04),

Freelance roto and paint artist.

Securitel AG (09/03 – 04/04),

intern, working on a complete TV production, contains pre post and on set production.

Mehrwert (03/05 – 05/05),

intern, creating of 3D content for image movies in maya.

University of Passau (summer 01 and 02),

technical assistant in a film course for arts students, helped the students with compositing.

Yarraz AG sued (summer 00),

intern, creating a title sequence on my own in cinema 4D.

PUBLICATIONS

Production friendly character skinning, 2007, Cyberworlds Hannover.

Z Depth based relighting, 2007.

TECHNICAL SKILLS

Graphics Software:

Advanced knowledge in Maya, Houdini, 3ds Max, XSI, Flowline, Shake, Nuke, Renderman, 3D Equalizer and Photoshop.

Intermediate knowledge in Mental Ray, Vray, After Effects and OpenGL.

Basic knowledge in Massive and Pftrack.

Programming Languages:

MEL, C++, Python, Shell script.

Operating systems:

Windows 2000/XP/Vista, Linux, Mac OS X.

ACHIEVEMENTS

Siggraph 06 electronic theater, Flow.

Animago award 06, in the area of professional/animation/special effects first and second prize with two Scanline projects.

FMX 05, speech at the conference about rigging and muscle deformation.

LANGUAGE SKILLS

German, native speaker, *English*, fluent, *French*, fluent.

REFERENCES AVAILABLE ON REQUEST