

Name: Andreas (Tandy) Nehls
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Germany
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Nationality: German
Graduation: Technical diploma
Work experience: 12+ years of work experience in feature film
character, environment, hard surface, look dev, lead and supervision

Timeline:

2013-2014 Topalsson GmbH, Mackevision GmbH
2012-2013 Scanline VFX
2011-2012 MPC
2010-2011 Scanline VFX
2007-2010 Weta Digital
2002-2007 Scanline VFX
2002-2002 International Munich Art Lab

Cinematic Curriculum Vitae:

Feature Film:

2014	La belle et la bête	Modeling Supervisor (Scanline VFX)
2013	47 Ronin	Modeling lead (MPC)
2013	Snowpiercer	Modeling supervisor (Scanline VFX)
2013	White House Down	Modeling supervisor (Scanline VFX)
2013	Iron Man 3	Modeling lead (Scanline VFX)
2012	Cloud Atlas	Modeling supervisor (Scanline VFX)
2011	The Adventures of Tintin	Modeling artist (Weta Digital)
2011	Vicky and the Treasure of the Gods	Modeling supervisor (Scanline VFX)
2011	When Santa fell to Earth	Modeling supervisor (Scanline VFX)
2009	Avatar	Modeling artist (Weta Digital)
2009	Lovely Bones	Modeling artist (Weta Digital)
2008	The day the earth stood still	Modeling artist (Weta Digital)
2007	Lissi und der wilde Kaiser	Modeling supervisor (Scanline VFX)
2006	300	Modeling artist (Scanline VFX)
2006	Hui Buh	Modeling technical director (Scanline VFX)
2004	(T)Raumschiff Surprise - Periode 1	Modeling supervisor (Scanline VFX)
2004	Nacht der lebenden Loser, Die	Digital effects artist (Scanline VFX)
2004	Bibi Blocksberg und das Geheimnis der blauen Eulen	Modeling artist (Scanline VFX)
2003	Luther	Digital trainee (Scanline VFX)

Television movies:

2014	Game of Thrones, Season 4	Modeler
2006	Dresden (TV)	Modeling artist (Scanline VFX)
2006	Sturmflut, Die (TV)	Modeling artist (Scanline VFX)
2004	Hai-Alarm auf Mallorca (TV)	Modeling artist (Scanline VFX)
2003	Held der Gladiatoren (TV)	Digital effects artist (Scanline VFX)

Language skills: German (native)
English (second, fluent)

Software knowledge: Maya, 3D Studio Max, Modo
Zbrush, Mudbox, 3D Coat
Cyslice, Worldmachine
Mari, Photoshop, Substance Designer
Shake, Nuke, After Effects
Linux, Windows

Programming knowledge:
Python, Mel

Munich, the 2nd of February 2014