

Resume Andreas Nehls – 2017

Name: Andreas (Tandy) Nehls
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Nationality: German
Graduation: Technical diploma
Work experience: 16 years of work experience in feature film character, environment, hard surface modeling texturing, look dev, lead and supervision

Timeline:

2016-2018	MPC	Environment Lead
2016-2016	Rodeo FX	Modeling Lead
2014-2015	MPC	Asset Lead
2013-2014	Topalsson GmbH, Mackevision GmbH	Modeling Lead
2012-2013	Scanline VFX	Modeling Supervisor
2011-2012	MPC	Modeling Lead
2010-2011	Scanline VFX	Modeling Supervisor
2007-2010	Weta Digital	Modeler
2004-2007	Scanline VFX	Modeling Supervisor
2003-2004	Scanline VFX	Modeling Lead
2002-2003	Scanline VFX	Modeler
2002-2002	International Munich Art Lab	Student

Cinematic Curriculum Vitae:

Feature Film:

2018	The Nutcracker and the four realms	Environment lead (MPC)
2017	Alien: Covenant	Environment lead (MPC)
2017	Valerian and the City of a Thousand Planets	Lead Modeling Artist (Rodeo FX)
2016	Suicide Squad	Asset lead (MPC)
2015	Fantastic Four	Asset lead (MPC)
2014	The Hunger Games: Mockingjay Pt1	Asset lead (MPC)
2014	Exodus: Gods and Kings	Visual effects artist (MPC)
2014	Guardians of the Galaxy	Modeling Lead (MPC)
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)
2012	Wrath of the Titans	Modeler (MPC)
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 lead (Scanline VFX)
2004	Nacht der lebenden Loser, Die	Digital effects artist (Scanline VFX)
2004	Bibi Blocksberg	Modeling artist (Scanline VFX)
2003	Luther	Digital trainee (Scanline VFX)

Television movies:

2014	Game of Thrones, Season 4-5	Feelance (Mackevision)
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)

Awards:

2013-2014 Primetime Emmy Awards, Game of Thrones "The Children"

Language skills:

German (native)
English (second, fluent)

Software knowledge:

Maya, 3D Studio Max, Modo
Zbrush, Mudbox, 3D Coat
Katana, Houdini
Mari, Photoshop, Substance Designer
Nuke, After Effects
Photoscan Photogrammetry

Programming knowledge:

Python, C++ (beginner-intermediate knowledge)

Montreal, the 19th of April 2018