



THOMAS BITTIKOFFER  
VFX GENERALIST

## RESUME

11645 GORHAM AVE #202  
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## EXPERIENCE

2011- Present

### Freelance Artist

Produce complex simulations and photoreal renders for commercials and film using Maya, 3DS Max, After Effects and Cinema 4D. Clients include Prologue, Imaginary Forces, Logan, Stardust, Buddha Jones, and direct commercial clients such as Sony, BMW, and KPMG.

2008-2011 - Interlace

### Lead VFX Artist

Developed VFX capabilities for domestic and International film advertising packages with 20th Century Fox. Used Maya and 3DS Max to create engaging visuals.

2005-2008

### Freelance Artist

Team artist for various clients including Blind, Superfad, Prologue, The Famous Group, and Yu+Co. Used Maya to create visual effects for corporate and commercial clients. Learned pipeline techniques that lead to fast and flexible comps.

1998-2001 - TribeFX Dallas

### Production Manager, Lead Animator

Managed project budgets, bid jobs and job resources. Used Maya to create visual effects for corporate and commercial clients.

1996-1998 - Intelecon Dallas

### Jr Animator

Used Alias Power Animator and 3DS Max to create visual effects for corporate and commercial clients. Beta tested Maya 1.0 with special training directly from Alias.

## EDUCATION:

2001-2005 - Bachelor of Arts  
Literature

Texas A&M University

## SKILLS

Maya with Mental Ray and V-Ray (advanced)  
3ds Max (intermediate)  
Cinema 4D (intermediate)  
After Effects including Trapcode Suite and Sapphire suite (advanced)  
Krakatoa in 3DS Max (intermediate)  
FumeFX in 3DS Max (intermediate)