

CURRICULUM VITAE

Peter Rech
3D Artist

PROFESSIONAL SUMMARY

- Senior-level 3D Artist with specialisation in high-end automotive visualisation for print stills, animation and realtime experiences.
- Lead Artist experience in 3D production management, technical workflow development and production pipeline automatisation.
- Keen apprehension and action-oriented, open-minded thinker, tenacious self-motivated learner, good communication skills.

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PERSONAL DATA

Name Peter Rech
Nationality german
Languages german (native), english (business fluent)

www.peterrech.net
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PROFESSIONAL EXPERIENCE

since 07/2016 **3D Artist – Mainworks GmbH**

- Specialisation in high-end CGI visualisation with strong photographic approach
- Production of photorealistic animation projects
- Expert experience in photorealistic 3D lighting and material creation
- Data preparation of versatile automotive master models
- Advanced knowledge of complex automotive PLM / data workflows
- Development of an interactive VR car configurator with Unreal Engine / HTC Vive
- Numerous projects for premium automotive brands

VRED PRO // 3D'S MAX // VRAY // AFTER EFFECTS // UNREAL 4 // PHOTOSHOP

08/2015 – 02/2016 **Travelling around the world**

- Travels trough south america, australia, south east asia

02/2013 – 06/2015 **3D Lead Artist – 3D Excite GmbH (former RTT AG)**

- Lead and technical supervision of the 3D production team (Project: Audi Web Configurator)
- Organising the ongoing production and resources with project management
- Development of the production pipeline in cooperation with post- and QA departments to push forward automatisated workflows
- Concept and testing of custom production tools and plugins
- Creation and revision of 3D lightsetups for exterior and interior car visualisation

DELTA GEN // HDR LIGHT STUDIO // CUSTOM INHOUSE TOOLS // JIRA

09/2011 – 02/2013 **3D Artist – Saitow AG (former Tyre24 GmbH)**

- 3D Visualisation for automotive subjects
- Concept & production of a fully automated 3D car configurator
- Development of automated production workflows in cooperation with the software development team

- Art direction and production of commercials and still images

3D'S MAX // VRAY // AFTER EFFECTS // HDR LIGHT STUDIO // PHOTOSHOP

Peter Rech
 **3D Artist**

04/2011 – 08/2011 **Freelance 3D Artist** for various media agencies

09/2008 – 03/2011 **3D Artist and Motion Designer** – upstart!media

- Numerous projects for TV-design, feature film, commercials, image film
- 3D Generalist with focus on animation / motion graphics
- Mastering all stages of the 3D production pipeline including modelling, texturing, lighting, animation, rendering and post production
- Focus on creative skills including general art direction, look definition and cinematography
- Project- & teamleading for smaller production teams

3D'S MAX // VRAY // AFTER EFFECTS // PHOTOSHOP // FINAL CUT // PREMIERE

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03/2006 – 06/2006 **Compositing Artist (intern)** – upstart!animation

- Compositing for feature film (Dungeon Siege – Schwerter des Königs)

3D'S MAX // COMBUSTION // AFTER EFFECTS // PHOTOSHOP

EDUCATION

03/2002 – 02/2008 **University of Applied Science Mainz** – Media Design

- Focus on 3D animation and photography
- Graduation Feb. 2008: Diplom-Designer (FH), grade: 1.6

09/2004 – 03/2005 **Plymouth College of Art and Design, England**

- Focus on studio photography, image retouching

SKILLS

Software	<ul style="list-style-type: none"> • 3D Studio Max & V-Ray • Unreal Engine • Autodesk VRED Pro • 3D Excite DeltaGen • After Effects • Photoshop • Final Cut Pro / Premiere Pro
Creative	<ul style="list-style-type: none"> • Full CGI Pipeline (modelling/texturing/animation/lighting) • Photorealistic visualisation (image based lighting, PBR workflow) • Concept-design-art direction • Motion graphics • Compositing
Management	<ul style="list-style-type: none"> • Technical direction & workflow development • Production management • Team management • Cost estimations

Peter Rech

Wiesbaden, 04 June 2020