

# Karl Schudeck - CURRICULUM VITAE

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## Personal Information

**Name:** Karl Schudeck

**Languages spoken:** English(fluent), Spanish(native), German(fluent), Italian(fluent), French (CECR - C1)

**Contact number:** 0788-061-88-69

**Website/ Demo reel:** <https://theinvisibleanimator.com/>

**Email:** kschudeck@pm.me

**Availability:** Currently available

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## Skillset - by order of preference

- **Maya:** previs/postvis, animation, lighting, rigging
  - **Houdini:** I am less versed in TOPs, python scripting and MPMs, I set up the reel renders in Solaris/Karma, I am less familiar with large project pipelines in USD
  - **After Effects/ Nuke:** I've used them both for previs and postvis, which don't entail feature film-level compositing skills, but which do involve a broad use of integrating CG into backplates or anything that improves the look of rendered sequences
  - **Other software:** Photoshop, Affinity for textures, ZBrush for displacement maps
  - **Main area of interest:** My main focus is on anything involving narrative
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## Studies

- 1989 - 1992: Fine Arts at the Facultad de Bellas Artes (specialization in Printing)
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## Professional experience

### July 2024 - present:

- film postvis and previs freelance work, mostly for Argon VFX

### February 2021 - July 2024:

- FPS (Framestore Preproduction Services). Postvis and previs work in several film and serial projects

### February - March 2020:

- Argon VFX, London. Postvis on the film project "Venom 2".

## **March 2017- October 2019:**

- 3D work as senior animator using Maya at several studios in Montréal, Canada:
  - Mr X (film work)
  - Folks VFX (series work)
  - Singing Frog (series work)
- I also learned French during this time, earning the CECR "C1" certification. The scoring goes from A1 ('Are you sure you want to learn French?' to C2 ('You are now able to listen to Macron's speeches and roll your eyes')

## **July 2016-March 2017:**

- The Third Floor, London. Previs artist work in Maya, After Effects and Nuke on several feature films

## **2015 - 2016:**

- Nexus Productions, London. Commercials work and some augmented reality projects using 3DS Max.
- Seed Animation, London. Animation work with XSI on a promotional video for a pharmaceutical company.
- The Third Floor, London, previs artist work using Maya and After Effects on the films "Beauty and the Beast", and "Doctor Strange".
- Nexus Animation, London: animation work using Max on an augmented reality project

## **2013 - 2014:**

- Argon FX, Pinewood, previs artist on the film "Cinderella" using Maya and After Effects.
- Radiant VFX, London, 3D Generalist work with Maya and Arnold on a 4K commercial for UEFA.
- Zoo VFX, London, 3D artist (animation and rigging work in Maya on the series "Rise of Animals").
- The Third Floor, London, previs artist in several film projects including "Dracula", "Edge of tomorrow" and "Exodus" using Maya and After Effects.
- Zoo VFX, London, animation work in the TV special "Night at the museum."

## **2011 - 2012 :**

- Metropolitan Film School, London, instructor.
- Mediastation in Guildford, freelance previs artist (Max).
- Nexus London, 3D animator.
- Uli Meyer Studio, freelance Maya generalist.
- Zoo VFX, 3D Artist (rigging and animation work in Maya) on the BBC series "Rise of animals".
- Lead animator at The Mill, London. Commercials work with Maya and XSI, involving animation and previsualization.

- Uli Meyer Studios, London. Maya generalist work on commercials like “Domestos”, “Raid” and “Honeynut Cheerios”.

## **2009 - 2010**

- Commercials work in London, at, Hibbert Ralph Animation and Mediastation among others, using Maya, including a stint doing previz work at Nvizage Productions, on the feature films “Alice in Wonderland” and “Gulliver's Travels”
- Spin Productions in Toronto, Canada, as a Maya senior animator on the feature film “Legion”

## **2004 - 2008**

- Freelance work for different London studios, doing commercials and TV series work, using Maya, Max and XSI. These companies included: Storm Studio in Norway (a feature film called “Free Jimmy”), Blue Zoo in London, commercials and animation, some modeling and rigging on the TV series “Scurvy rascals”
- Liga 01 (Munich), commercials work using XSI
- Commercials work for Cartoon Network, Picasso Pictures, and Nexus Productions

## **2001 - 2004**

- Jim Henson's Creature Shop, London. Animation work on the feature films "The water giant" and "5 children and It".
- Slave Studios, London. Animation work on the full CG feature film “Free Jimmy” and on a TV series
- 422, Bristol. Animation (and some rigging work, fixing characters, mostly) on the series “The future is wild”.
- Triple-e, Oberhausen, Germany. Rigging (and some animation) work on a feature film project

## **1999 - 2001**

- Arri Digital Film, Munich. TV commercials and some effects work using Maya
- Stardust Entertainment, Potsdam, Germany. Preproduction work (character setup) and production work for an animated TV series (“Stevie Stardust”) using Alias Power Animator and Maya.
- Nitro Film, Potsdam. Tracking, animation, lighting and rendering freelance work on the TV series “Helicops”. Software used: 3d equalizer (tracking), Alias Power Animator.

## **1996-1998**

- Film Factory, London. Tracking, lighting and rendering work at the end of the film project “Lost in Space” using Alias Power Animator
- REM Infografica, Madrid, Spain. Preproduction (modelling and character setup) work on a number of TV oriented animation projects with 3D Studio MAX

## **1992-1996:**

- Thron Niebla, Madrid, Spain. TV identity and advertising work using Softimage