

WEBSITE

www.michaelagote.com

MOBILE

+49 176 848 74 366

EMAIL

info@michaelagote.com

MICHAELA GOTE

CAREER OBJECTIVES

My goal is to obtain a position as a visual development artist or concept artist for feature films, games and/or advertising projects, gaining knowledge and skills through education and experience in a studio environment

EXPERIENCE

2D CHARACTER ANIMATION SUPERVISOR

Elefant Studios
Switzerland - 2014

Supervising a small team, producing a one minute 2D Animation Trailer for the Hyundai FIFA World-Cup 2014 Campaign.

VISUAL DEVELOPMENT 2D BACKGROUND PAINTER

Studio Fizbin
Germany - 2014

Creating Concept Art and Visual Development such as moods, props and color keys for the "Inner World" series pitch, which already was successfull at Cartoon Forum Toulouse 2013.

INTERN

Metricminds GmbH
Frankfurt - 2008

Internship at Motion Capturing Studio Metricminds in Frankfurt. Mainly preparing shootings with clients, concept art for small projects. Gained first experience in 3D with 3DSMAX.

EDUCATION

FILMACADEMY BADEN-WUERTEMBERG

10.2010 - today

Mainly focussing on filmmaking, character animation and visual development, while working in small teams on several student projects. Gaining practical experience in production workflows from storyboarding to final animation.

TECHNICAL COLLEGE IN DESIGN/ A-LEVELS

2008 - 2010

Technical College in Frankfurt, focussing on traditional medias, such als calligraphy, design, technical drawings and painting.

LANGUAGES

GERMAN - native
ENGLISH - advanced
with very good knowledge
of technical terms

SOFTWARE KNOWLEDGE

PHOTOSHOP	● ● ● ● ●
TOONBOOM	● ● ● ● ●
TV PAINT	● ● ● ● ●
AFTER EFFECTS	● ● ● ● ●

BASIC EXPERIENCE WITH
3D SOFTWARE SUCH AS
MAYA AND 3DSMAX
TEXTURE SKILLS IN MUDBOX