



MARKUS PLINKE

# Character Animation

## PROFESSIONAL SUMMARY

Passionate and self-motivated Freelance Character Animator with 15+ years of professional animation experience and efficient contribution to the companies workflow. I want to help your team create strong and convincing keyframe animation on time so you can focus on your creative vision in the first place.

## WORK HISTORY

**08/10 - now**      **3D Freelance Character Animator**

### Feature Film

2021	"Hawkeye" - Rise FX Berlin/Germany
2019	"Lost in Space" - Mackevision Stuttgart/Germany
2017	"Luis and the Aliens" - Studio Rakete Hamburg/Germany
2016	"Richard the Stork" - Studio Rakete Hamburg/Germany
2015	"Mullewapp" - Studio Rakete Hamburg/Germany
2014	"Ooops! Noah is gone" - Studio Rakete Hamburg/Germany
2014	"Haeschenschule" - Studio Rakete Hamburg/Germany
2013	"Niko 2" - Studio Rakete Hamburg/Germany
2012	"Das kleine Gespenst" - Claussen+Putz Munich/Germany
2011	"Thor - the Edda Chronicles" - Pictorion Magma Animation, Germany

### Commercials

Fiftyeight | Optix | Sehnsucht | Liga01 | Spans | Harvest | Acht Hamburg

**05/06 - 07/09**

**Employee** at Spans und Partner GmbH, Hamburg

**10/00 - 08/01**

**Internship** Filmakademie Baden-Württemberg, Ludwigsburg

## SKILLS

- keyframe animation specialist
- know Maya and XSI
- More than 15 years of animation experience (7 years+ Feature film experience)
- Strong acting and body mechanics skills
- basic Python Skills
- Rigging Skills (body and facial)
- the ability to work well in a team and collaborate with other departments
- Unreal Engine 4 Blueprint & Animation Integration
- work well under pressure and used to meeting deadlines
- incorporate feedback and direction received from the Director/Supervisor
- efficient and fast blocking process
- Knowledge of human and animal anatomy
- being an active part of the team and the companies workflow
- Proactive and self motivated
- Painting and Drawing skills

**Software** Autodesk Maya / XSI | Unreal Engine 4 | Blender | Adobe PS / AE / Pr

**Language** German (native speaker) English (fluent)

## EDUCATION

**10/2003 - 3/2006 | Bachelor's Degree in Animation**

Institut for Animation, Visual Effects and Digital Postproduction

Ludwigsburg Baden-Württemberg Germany ([www.animationsinstitut.de](http://www.animationsinstitut.de))

**10/2001 - 7/2003 | Associate Degree in film studies**

Filmakademie Baden-Württemberg

Ludwigsburg Baden Württemberg Germany

([www.filmakademie.de](http://www.filmakademie.de))