

STEPHAN SKOREPA

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Texturing, Lookdev, Lighting

WORK EXPERIENCE

- April. 2016 - present **Industrial Light & Magic:**
[2017] Transformers 5 : texturing, lookdev
[2017] Kong: Skull Island : texturing, lookdev
- Aug. 2014 - Feb. 2016 **ScanlineVFX:**
[2016] Ben Hur : texturing, lookdev
[2015] San Andreas : texturing, lookdev
[2015] Pan : lighting
[2015] Fast and Furious 7 : texturing, lookdev
- Dec. 2011 - Jun. 2014 **Digital Domain:**
[2015] Blackhat: texturing
[2014] Maleficent: lighting, lookdev
[2013] Enders Game: lighting, texturing
[2012] The Watch: texturing, lighting, lookdev, modeling
- Oct. 2009 - May 2010 **Datenwerk Innovationsagentur GmbH:**
web developer / programmer
- Oct. 2008 - Aug. 2009 **Samaritan Austria:**
EMT (Emergency Medical Technician) / Paramedic

VOLUNTARY WORK EXPERIENCE

- Aug. 2009 - Aug. 2010 **Samaritan Austria:**
EMT (Emergency Medical Technician) / Paramedic

EDUCATION

- Oct. 2010 - Oct. 2011 **Vancouver Film School:**
Diploma, 3D Modeling stream
- Sept. 2003 - Jun. 2008 **HTL Rennweg Austria:**
Diploma in Computer Science, specializing in 3D Graphics and Programming. Diploma recognized by the EU as post-secondary education (1 - 4 years)

HONORS

- placed 4th at the CG Student Awards out of 400 contestants
- winner of the Winter 2012 Impact Award - "best technical achievement"
- Graduated Vancouver Film School with honors

SKILLS

Texturing
Lookdev
Lighting
Modeling
Photorealism
Photography
PHP, MySQL, Ajax,
AS, JS, HTML, CSS

SOFTWARE

Maya
Mari
3dsMax
Nuke
Katana
Zbrush
Photoshop
Vray, MentalRay, Arnold
After Effects, Premiere
Cinema 4D
Qube, Linux