CARL**SCHRÖTER**COMPOSITING ARTIST **TD**
10.2016

GENERAL**DETAILS**

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address	Flat 51
	17 Western Gateway
	London E16 1AQ
citizenship	German
born	September 1, 1988

PROFILE**SUMMARY**

My love for cinema and technology led me to become a compositor for feature film and advertising projects. I have a strong technical side and scripting is an essential part of my workflow. I take pride in being a hard worker with great attention to detail who is used to work in teams and under time constraints.

12th VES Award for "outstanding VFX in a student project"

PERSONAL**SKILLS**

› profound knowledge of compositing principles, workflows and practices
› great attention to color, detail and overall composition
› proactive and used to work in teams and under time constraints
› great artistic and technical problem solving skills
› strong Python and PySide scripting abilities to enhance productivity
› solid cross disciplinary knowledge of the vfx pipeline
› language proficiency in German (native) and English (fluent)

WORK**EXPERIENCE**

05.2016 - present	COMPOSITOR - **DOUBLE NEGATIVE** (LONDON)
	"Assasins Creed"
	"Star Trek Beyond"
09.2015 - 09.2015	COMPOSITOR - **MACKEVISION** (STUTTGART)
	"Tagebuch der Anne Frank"
02.2014 - 04.2014	COMPOSITOR - **METHOD STUDIOS** (LONDON)
	compositing and Nuke-scripting for "Jupiter Ascending"
07.2013 - 02.2014	COMPOSITOR - **FRAMESTORE** (LONDON)
	compositing and pipeline-scripting for Audi, Sony and Nike commercials among others
06.2013 - 07.2013	COMPOSITOR - **PIXOMONDO** (STUTTGART)
	"Porsche Macan" commercial

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WORK**EXPERIENCE**CONT.

| 08.2012 - 09.2012 | COMPOSITOR - **POLYNOID** (STUTTGART) |
| | |

compositing and pipeline-scripting for
"Halo 4 - Forward Unto Dawn"

| 11.2007 - 08.2010 (non-continuous) | COMPOSITOR - **EXOZET EFFECTS** (POTSDAM) |

compositing and pipeline-scripting for
"Death Race 2" and several TV movies

| 09.2007 - 10.2007 | INTERN - **EXOZET GAMES** (BERLIN) |

2d artist for various pc and mobile games

EDUCATION**STUDIES**

10.2010 - 03.2016   **FILMAKADEMIE BADEN-WÜRTTEMBERG**
INSTITUTE OF ANIMATION (LUDWIGSBURG)

I worked on several award winning projects filling
positions ranging from on-set / post-supervisor to
compositor, td and even beeing a director

10.2009 - 12.2009   **FXPHD** (ONLINE)

Python, PySide, Houdini, Massive and PFTrack courses
(verify code: FUDVF363DL6UCREK)

04.2008 - 01.2009   **MILITARY SERVICE** (BERLIN AND HANNOVER)

German Air Force (air traffic squadron)

07.2007   **HIGH SCHOOL DIPLOMA / A-LEVELS** (DESSAU)

Philanthropinum

SOFTWARE**KNOWLEDGE**

OS   familiar with Windows and Linux environments

TOOLS
› The Foundry Nuke / NukeX
› The Foundry NukeStudio / Hiero
› Autodesk RV
› Autodesk Shotgun
› Blackmagic Fusion
› Blackmagic DaVinci Resolve
› FTrack
› Adobe Photoshop

SCRIPTING   in-depth : Python, PySide
working : HTML, CSS, LUA