

BOYO FREDERIX

Resume

Objective: Freelance 3D generalist position for film or advertising productions.

Summary of Qualifications

- Supervising 3D teams and set supervision on film and advertising projects for over 8 years.
- Expert problem solver | Fast learner | Tackle tasks alone or in a team.
- Artistic skills complemented with technical skills make me very versatile and agile.
- Creative building of pipelines, workflows and tools by combining 3D techniques and Python.
- Create highly detailed textures for both characters and hard surface objects using Mudbox and MARI.
- Multi-specialist artist: Maya generalist | Mudbox | Fur | Python | Pftrack | Realflow.

Experience

Postoffice Amsterdam

Head of 3D | 2010-present

- Led the 3D team and set supervised the Dutch Film Festival's opening film in 2011.
- Created 3D VFX for dozens of commercials for international clients/agencies such as TBWA/JWT/ BBDO/Y&R and campaigns for Heinz/ Mc Donalds/ KFC/ Lays among many others.
- Programmed the Postoffice crowd-generation tool used for multiple commercials in Python. This tool works with both filmed sprites and alembic models. Featured on dozens of sites and 3D artist Magazine.
- Did an elaborate full-body 3D track on a moving girl. Dressing her with a 3D flower dress using Pftrack and a custom made Python based animation script.
- Tackle most projects as sole 3D artist using whatever technique or software needed. Often programming my own tools. When working in/leading bigger teams I always kept working in production as well next to supervising.
- Created a photoreal cow with fur created in Yeti which will be used in a milk campaign for the coming years. Responsible for body model, base model of the head, texturing, shading, fur, lighting, rendering.

Mimicme (startup company)

Lead 3D | 2008-2010

- Managed the 3D department & built the pipeline and workflows from scratch.
- This pipeline increased the value of the company at it's sale in 2012.
- Created the first Dutch 3D fashion show using a Vicon mocap system.

Freelance

3D artist | 2008-present

- Did 3D modeling work at Unlikely Studios for TV commercials and the Taxi Mania boardgames.
- Creating the 3D pipeline(Python) for Hom3decorator to make it as solid and scalable as Mimicme's.

Education

Qantm College Amsterdam

- Diploma of interactive animation | 2006-2008

Awards | Experience

- Winner Global Game Jam 2009: Pulse | Published as iPhone game | 2010
- Finalist at The Next Web Sun Startup Rally | 2009.
- Speaker at End User event 2011 and 2016 & VFX Amsterdam event in 2011.
- Speaker for The Foundry in London, Johannesburg, Cape Town, Istanbul and Budapest. Talking about my crowd tool and other VFX work.