

# Curriculum Vitae



Hannes Dreyer - Niederneuendorfer Alle 3 - 13587 Berlin

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## Personal Details

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Name: Hannes Dreyer  
Place of Birth: Gehrden, Germany  
Date of Birth: 14.08.1992

## Education and Qualifications

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10.2011 - 10.2015 "Bachelor of Arts in Digital Filmdesign".  
Media Design School, University of Applied Sciences, Berlin, Germany.  
Bachelor Thesis: "Creating a 360° 3D Movie".  
08.2009 - 07.2011 Education to media designer inclusive university entrance qualification. BBS Neustadt.  
08.2004 - 06.2009 Secondary School. Otto-Hahn-Schule Wunstorf.

## Working Experience

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OMSTUDIO Project: Nathalie Gumpert - Creation of a racing clip in Unreal.  
February 2020 - March 2020.  
Main task: LookDev, layout, animation and compositing.

Congaz Project: MAN Show Bilboa - Camera and Geometry tracking, 3D layout and compositing.  
December 2020 - Januar 2020.  
Main task: Compositing.

Cutting Factory Project: Pitch Project - Nokia.  
November 2019.  
Main task: Compositing.

R&D Topic: Creating a VR configurator - a personal study with Maxim Kloster.  
May 2019 - October 2019.  
Main task: Modelling, LookDev, project mangment, RT visualisation.

Infected Project: Westfield - AR and VR application to showcase the "Hamburger Überseequartier"  
October - July (10 months).  
Main task: Retopo and geometry optimizing for RT.

Staud Studio Project: Mercedes - developing a car configurator.  
September (1month).  
Main task: Shader development in Unreal.

Konzepthaus Project: Byton - Redesign process for FAW.  
May - July 2018 (3 months).  
Main task: VR visualization in Unreal to support the designer.

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congaz	Project: Poco Domäne - Crazy Walter January- February 2018 (2 months). Main task: Modeling.
congaz	Project: DWI - Der Weg des Weins. October - December 2017 (3 months). Main task: VR Compositing.
Trixter	Project: Jim Knopf. March - October 2017 (8 months). Main task: Modeling, Layout.
congaz	Freelancer - Client: Renault. January 2017 (1 month). VR Compositing.
Bitflare	Freelancer - Client: Deutsche Bundesdruckerei, Becks, Lufthansa. September 2015 – May 2016 (9 months). Modeling, Shading, Compositing.
INVR	Project: Ardbeg Whisky Manufacturer a VR journey and Cuba dance a VR documentary. March 2016 – April 2016 (2 months). Main task: VR compositing, stitching and cleaning.
Effekt-Etage GmbH	Project: BMW and Samsung - Smart living a showcase. August 2015 – August 2015 (1 month). Main task: Compositing, modeling and shading.
Bitflare	Project: Becks - creating holographic image for a lenticular display. June 2015 – July 2015 (2 months). Main task: Modeling, shading, rendering.
INVR	Freelancer. April 2015 – May 2015 (2 months). Main task: Technical support and client acquisition.
Effekt-Etage GmbH	Project: Research assistant. December 2014 – April 2015 (5 months). Main task: Working on my Bachelor Thesis and developing a VR production workflow.
Chimney	Internship: Good Kill - Feature Film. April 2014 – September 2014 (6 months). Main task: Modeling, texturing, shading, and compositing.
MD.H	Main task: Tutor. April 2013 – December 2013 (9 months) .
BBS - Neustadt	Education to Media Designer. August 2009 - April 2011.