

Curriculum Vitae



Hannes Dreyer - Niederneuendorfer Alle 3 - 13587 Berlin

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Personal Details

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

Education and Qualifications

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

Capture Media Project: Virtual Production
December 2020 - January 2021
Setup a virtual stage for a virtual production.

Mazda Motor Europe Visualize concepts in Unreal
October 2020 - December 2020
Main task: creating cinematics in Unreal. Went through the whole production process.

Capture Media Project: Virtual Production
September 2020 - October 2020
Setup a virtual stage for a virtual production.

MD.H Educate students in unreal, photoshop and film analysis.
April 2020 - August 2020

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 - January 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.

Curriculum Vitae



	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.
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.

Curriculum Vitae



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.