



STEFANIE SCHEIL | ANIMATOR

steffi@scheil3d.com | www.scheil3d.com

FACT SHEET

Name: Stefanie Scheil | Date of Birth: 04.10.1980 | Residence: Berlin & Düsseldorf, Germany

Work Experience

Animator (6+ years)
Animation Lead (1+ years)
Previs Artist (6+ years)
Maya Generalist (10+ years)
CG Supervisor (2+ years)
Diplom Digital Artist (since 2007)

Software Skills

Maya (experienced)
Photoshop (experienced)
Houdini (basics)
Zbrush (intermediate)
Nuke (basics)
Python (intermediate)

Languages

German (native)
English (fluent)
French (basic)

Other (not exactly relevant) Skills

Saxophone & Clarinet (20+ years)
Ukulele (5+years)
Patchwork & Woodworking (10+ years)

TIMELINE

2020

Goodbye Kansas - Animator (VFX Creature, Netflix Series)
Rise FX - Animator (VFX Feature Film)

2019

Rise FX - Animator ("Shazaam", Feature Film)
Storz&Escherich - Animator (Creature Animation, Commercial)
omstudios - Character Artist (Character Poses, Print)
Parasol Island - Previs Artist
Rise FX - Animator
("Kingdome of Fire", Feature Film)
("Babylon Berlin", TV Series)

2018

Rise FX - Animator ("Avengers: Infinity War", Feature Film)
Story House Productions - 3D Generalist ("ZDFzeit", TV)
Rise FX - Animator ("Hellboy", Feature Film)

2017

Katalyst Berlin - Animator (Commercial)
Rise FX - Animator ("Babylon Berlin", TV Series)
Story House Productions - 3D Generalist ("ZDFzeit", TV)
Rise FX - Animator ("Jim Button", Feature Film)

2016

Rise FX - Animator ("Renegades", Feature Film)
Story House Productions - 3D Generalist ("ZDFzeit", TV)
Rise FX - Previs Animator ("Jim Button", Feature Film)

2015

Wonderlamp Industries - 3D Character Artist
Story House Productions - 3D Generalist ("ZDFzeit", TV)
Lug und Trug - 3D Generalist (Commercial)
Stilking Films - Previs Artist ("Underworld 5", Feature Film)

2013 – 2014

Story House Productions – 3D Generalist (TV)
Morro Images – Lead Animator (Animated Feature)
LUG Animation und Bildgestaltung – Animator / Generalist
(Commercial)
FXFactory – Animator (Commercial)

2012

Pixomondo – Animator & Layout Artist
"Kleiner Rabe Socke" (Animated Feature Film)

2010 – 2012

Morro Images – Lead Animator, Rigger
"Strangel" (Animated Short Film)
"Moritz und der Waldschrat" (Feature Film)

2010

Polyeides Berlin – 3D Generalist
"Immundefekte" (Science Visualisation)

2008 – 2010

Bailamo AG – CG Supervisor ("Bailamo", Browser Game)

2007

Warner Brothers – Previs Artist & Junior Animator
"Speed Racer" (Feature Film)

2006

QuadrigaFX – 3D Generalist
"The woolen Hat" (Animated Short Film), "Wunderwelt Wissen" (TV)

2003 – 2006

The German Film School

2001 – 2003

Training in Programming and work as a Softwaredesigner
(IT.NRW)

1991 – 2000

Cecilien-Gymnasium (school), Düsseldorf

04.10.1980

Happy Birthday

NICE WORDS

Patrick Kearney (Executive Producer)

"Steffi was a hardworking member of our team that exceeded our expectations by leaps and bounds. The greatest compliment I can give any of the artist I work with is dependable. I could count on Steffi to take an assignment and complete that task quickly and correctly. She is self reliant and would seek out answers rather than waiting for help. She was instrumental in helping our team make our contractual deadlines for delivery. I would hire Steffi again in a minute and feel she would be a valuable member to any team."

Kyle Robinson (3D Supervisor)

"Working with Steffi was a pleasure. She had the utmost professionalism and skills required to complete the tasks presented to her. Upon completion of the firsts tasks handed to her it was apparent that she was an asset to the team. When the next project presents itself, Steffi will be one of the first artist I contact."

Gary Runke (CEO, 3D Artist)

"When it comes to character animation and rigging Steffi is a great deal. She has a lot of knowledge and the abilities to use it, too. Never crossed the deadlines, doesn't break in stressy times and delivers great quality. Thanks a lot."

Max Stolzenberg (CEO, Supervisor)

"Wir haben Steffi als sehr zuverlässige und vielseitige 3d-Artistin kennen gelernt. Sie hat bei uns sowohl technisch komplexe wie auch kreative Tasks sehr gut erfüllen können, ihre Zeitangaben und Selbsteinschätzungen waren dabei immer verlässlich.

Für uns war die Zusammenarbeit daher so wie wir es uns besser nicht wünschen können - gerne jederzeit wieder und eine klare Empfehlung!"

CONTACT

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SHOTBREAKDOWN



#Nr	PROJECT	TASKS	COMPANY
01	Feature Film "Hellboy"	Character Animation	RISE Visual Effects Studio
02	Feature Film "Shazaam"	Character Animation	RISE Visual Effects Studio
03	Commercial (BMW)	Creature Animation	Storz & Escherich
04	Commercials (ALDI & Edeka)	Creature Animation	Katalyst Berlin
05	Feature Film "Renegades"	Object Animation	RISE Visual Effects Studio
06	Feature Film "Jim Button"	Steam Train Animation, Digi Doubles Animation, Previs Animation	RISE Visual Effects Studio
07	Short Film "Moritz und der Waldschrat"	Creature Animation	morro images
08	Feature Film "Underworld 5"	Previs Animation, Fight Move Development	Stillking Films
09	Feature Film "Hellboy"	Rotomation (upperbody, sword)	RISE Visual Effects Studio