

resume

WHO AM I

- Kai Paul Schubert
- 05.09.1971
- 0151/23013400
- kai@hardboiled-3d.de
- German and American citizenship
as well as a work permit for
Germany and the USA

Experience :

04/2025 - 08/2025 - WurzelDigital

- Lead Senior 3D Artist

05/2024 - 04/2025 - attending a Training for SideFX Houdini

- at Future Trainings

09/2019 - 05/2024 - Zerone South location Pforzheim

- Head of Location South / Lead Senior 3D Artist

09/2017 - 09/2019 - Zerone Hamburg

- Senior 3D Artist

04/2015 - 08/2017 - Harvest Postproduction Hamburg

- Head of 3D

- Establishment of the entire 3D internal department

07/2007 - 03/2015 - Zerone Hamburg

- 3D Artist

02/2005 - 05/2007 - picture GmbH Hamburg

- Lead 3D Artist

- Establishment and management the 3D department

Experience :

05/2004 - 02/2005 - Eder Repro Ostfildern

- 3D Artist
- Establishment of the 3D department

02/2001 - 05/2004 - Freelancer / Teacher

- 3D Artist / Maya training
- Maya lectures at trade fairs for MacConcept
- Training at SAE School Frankfurt
- Maya training for employees in agencies

05/1999 - 02/2001 - DSB&K / Quadrato Frankfurt

- Developer / 3D Artist

Education :

2024 - 2025 - Future Trainings

Diploma for SideFX Houdini

2003 - 2004 - Gnomon School of Visual Effects, Games

and Animation in Los Angeles as a 3D Artist

1995 - 1998 - Machine construction mechanic / Mechanic for Tools

where do I come from...

MY STORY

- Since 2004 Automotive
-visualization for Print/Film
- Data preparation from various
sources
- Developing new 3D workflows
- Modeling/Rigging/Shading and
Animationen
- Studio/Ext/Int/Environment
Lighting
- Soft/Hard Surface Modeling
- VFX
- Supervisor for CGI and VFX Teams

It all started with the program Infini-D and Strata Studio, later Electric Image Animation System and Power Animator, then came Maya 1.0 and my first borrowed SGI O2 Workstation.

My first job in 3D was at the advertising agency DSB&K in Frankfurt, where I worked as a Flash programmer and 3D artist.

I quickly realized that 3D needed my full attention so I became a freelancer as 3D Artist.

Through my collaboration with Mac Concept and Alias Wavefront, I became more and more involved as a teacher, giving lectures or teaching in schools and agencies.

Because of my family roots in the USA, I took the opportunity and went to the Gnomon School in LA and graduated as a 3D artist. After that, things happened in quick succession. I developed 3D workflows for several postal agencies and set up internal visualization areas and teams.

The field, Automotive Visualization, which was quite new at the time, was always characterized by many different challenges, be it 12 DVDs with Catia CAD data from my first Viano Van from MB Jobs, or setting up a render farm where you could render print resolutions, or modeling complex geometry when the CAD data was unusable or simply didn't exist.

what I use..

TOOLS

- Maya since Version 1.0
- SideFX Houdini/Solaris
- Photoshop
- Unreal
- MetalRay/Iray/Vray/Karma/Mantra
- Zbrush
- PFTrack
- Natron/Nuke
- Logic
- etc.

Switching from existing render engines to new ones and adapting the existing workflow was also a part of my work and can still happen from time to time.

Also the construction of an asset management system in order to quickly realize full CGI projects, as well as the support

As a 3D artist on location for photo/film shoots was also one of my rolls.

Of course, there are still challenges and innovations today that you shouldn't miss, such as the implementation of projects in Unreal or platform/software-independent file formats Like USD.

Building Tool or PCG assets in Houdini or Unreal are also very helpful

My main focus as a Supervisor was always ensure that my team achieves its goals and support their professional and personal development, just like the team spirit and the fun factor.

Why the 3D area is so exciting for me is the constantly increasing quality and the possibilities to make projects further, bigger and faster and still and that with the same or even better quality.

I would be very happy to send you a complete PDF including my work from the last years.

Kai Schubert

Summary

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- kai@hardboiled-3d.de
- German and American citizenship as well as a work permit for Germany and the USA
- Since 2004 Automotiv -Visualisierung for Print/Film
- Data preparation from various sources
- Creation and development of different workflows
- Modeling/Rigging/Shading and Animationen
- Studio/Ext/Int/Environment Lighting
- Soft/Hard Surface Modeling
- VFX
- Supervisor for CGI and VFX Teams

Thank you for your attention and patience.

Kai Schubert