

Niels Roscher

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Nationality: German
Work Permit: European Union
Date of Birth: 14 November 1980



Work Experience

47 Ronin, Gravity, Clash 2, Sherlock Holmes 2 etc.	Rigger	03/2011-present
Feature Films (Live-action) Framestore London, UK	Character rigging and scripting in Maya and MEL for various live-action feature films: - 47 Ronin - Gravity - Wrath of the Titans - Sherlock Holmes: A Game of Shadows - Johnny English Reborn - Harry Potter 7.2	
Journey 2: The Mysterious Island	Character TD	01/2011-03/2011
Feature Film (Live-action) Trixter Munich, Germany	Character rigging and tool development in Maya and MEL.	
Subaru	Character TD	10/2010
Commercial (Live-action) Storz & Escherich Berlin, Germany	Hand rig creation in 3ds Max.	
Dud	Character TD	09/2010
Teaser (Cartoon) Hammer & Tongs London, UK	Bendy arm rig creation in Maya.	
Stories from Mullewapp	Character TD	06/2010-07/2010
TV Show (Cartoon) MotionWorks Halle, Germany	Established rigging pipeline. Rig creation for four characters in 3ds Max.	

Laura's Star and the Dream Monsters	Rigging Supervisor	08/2009-05/2010
Feature Film (Cartoon) Rothkirch/Cartoon-Film Mumbai, India; Berlin, Germany	Supervision of six riggers in Mumbai. Rig creation in 3ds Max for eight humans, six monsters, five toys. Tool development in MaxScript.	
Zweiohrküken	Rigging Supervisor	09/2009-11/2009
Feature Film Promotion Clips (Cartoon) Rothkirch/Cartoon-Film Berlin, Germany	Supervision of four character rigs in 3ds Max.	
Laura's Star and the Mysterious Dragon Nian	Character TD	11/2008-07/2009
Feature Film (Cartoon) Rothkirch/Cartoon-Film Beijing, China; Mumbai, India; Berlin, Germany	Character rig creation in 3ds Max; 14 humans, one dragon, several props. Prop rig supervision with Chinese rigging team. Scripting for the rigging pipeline.	
Agent W	Character TD	03/2009
Commercial (Cartoon) Rabbix VFX Weimar, Germany	Rigging collaboration for two characters in Maya.	
Geographic Information System	GIS Supervisor	03/2008-08/2008
ProfiNet Abu Dhabi, United Arab Emirates	Building visualization in 3ds Max. Database application development in Visual Studio and SQL Server.	
Pablo the Little Red Fox	Modeling Supervisor/Character TD	01/2008-02/2008
Feature Film Teaser (Cartoon) Toons 'n' Tales Berlin, Germany	Modeled four characters in Maya. Set and prop modeling supervision. Rigged four characters in Maya, three of them quadrupeds.	
The Battle	Character TD	01/2008
Viral Commercial (Live-action) Electric Sheep Berlin, Germany	Rigged a Müllermilch vending machine in Maya. Scripted pivot switching tools for animators in MEL.	
Jasper: Journey to the End of the World	Character TD	04/2007-09/2007
Feature Film (Cartoon) Toons 'n' Tales Sofia, Romania; Berlin, Germany	Rigged 24 characters; humans and animals. Prop rig supervision for Romanian rigging team. Rigging tool development in MEL.	

<p>The Aquas TV Show Trailer (Cartoon) QUADRIGA FX Berlin, Germany</p>	<p>Character TD/Animator Trailer for Cartoon Forum 2006 in Pau Pyrénées. Rigging and animation in Maya.</p>	<p>05/2006-08/2006</p>
<p>ProSieben Märchenstunde TV Show (Live-action) QUADRIGA FX Berlin, Germany</p>	<p>Character TD/Generalist Rigging, modeling, shading in Maya.</p>	<p>09/2005-08/2006</p>
<p>ProSieben Wunderwelt Wissen TV Show (Cartoon) QUADRIGA FX Berlin, Germany</p>	<p>Generalist Character animation, rigging, modeling, shading, compositing for various characters and scientific movie clips in Maya, Fusion, After Effects.</p>	<p>09/2005-04/2006</p>

Education

<p>M. Sc. in Computer Science Berlin, Germany</p>	<p>Beuth University of Applied Sciences German equiv. of masters of science. Combination of computer science, media and graphics. Graduated summa cum laude.</p>	<p>04/2002-02/2007</p>
<p>Social service Berlin, Germany</p>	<p>Heilpädagogisches Therapeutikum Took care of mentally handicapped children.</p>	<p>09/2000-07/2001</p>
<p>A-Levels Berlin, Germany</p>	<p>Rudolf Steiner School Qualification for university entrance. Grade point average: A.</p>	<p>08/1987-06/2000</p>

Skills

<p>Computer</p>	<p>Maya: * * * * *</p> <p>3ds Max: * * * * *</p> <p>MEL: * * * * *</p> <p>MaxScript: * * * * *</p> <p>After Effects: * *</p> <p>Photoshop: * *</p> <p>Fusion: * *</p>
<p>Language</p>	<p>German: native</p> <p>English: fluent</p>