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# Diana Küppers

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## PERSONAL SUMMARY

A strong passion for animation, film and video games paired with a deep understanding of cinematography and visual storytelling. Due to over 4 years industry experience in the game development I have proven in-depth knowledge in cutscenes production, motion capturing as well keyframe animation. I offer a high level of creativity and reliability. Furthermore I have the drive to broaden my skills in the film section hence I am currently available for work.

## PROFESSIONAL EXPERIENCE

**Animator** - Mill Film (<http://www.themill.com/millfilm/>)

Adelaide - 04/2019 - current

Animator - Cats - Feature Film

Animator - Dora and the Lost City of Gold - Feature Film

### Key Achievements

- Realistic Keyframe Animation of Biped Characters, Face and Creatures
- Tracking with 3D Equalizer

**Animator** - Metricminds GmbH & Co. KG (<http://metricminds.com/>)

Frankfurt am Main - 11/2014 - 08/2018

As part of the cutscene team my daily responsibilities are to create sequences of shots that convey the story through applying traditional filmmaking techniques in a 3D computer graphics environment.

Credits: Darksiders 3, Horizon Zero Dawn & Frozen Wilds, WWE 2016, Audi VT - App, Betradar

### **Key Achievements**

- Use the clients assets and general ideas from storyboards and scripts to block out cinematic layouts of shots
- Supervisor for Mocap shoots on a 68 OptiTrack system
- Mocap acting from emotional to action sequences
- Scene Assembly, Actor Solving, Retarget Motions and Blend Animations using the Story Tool
- Clean up and accentuate MoCap animation
- Motion Editing Pass to fix contacts and interactions between characters, props and environment
- Adding additional Keyframe animation and prop animation
- Prepare and export final cutscenes for engine integration
- Track facial movement with Analyzer and generate realistic as well lip sync animations for in-game cutscenes using Faceware
- Give concise and timely feedback to outsourcing freelancers and communicate well with team members

### **Animation Intern** – *Fiftyeight Animation* (<http://www.fiftyeight.com/>)

Frankfurt am Main – 04/2014 – 09/2014

Daily duties include keyframing characters in a cartoon style, low-poly modelling in pre-production phase and rigging tests with Softimage.

### **Key Achievements**

- Providing cartoony Keyframe animations for commercials
- Low-poly modelling and rigging with Softimage
- Create several keyframe animated shorts for personal use

### **Animation Tutor** – *University of Applied Sciences (ID)*

Trier – 04/2013 – 07/2013

Intermedia Design offers a Bachelor's Degree in which several design disciplines are merged into one field of study. Students develop contemporary and creative solutions in an interactive and digital media field.

As a tutor I provide knowledge about the basic principles of animation by setting up different tasks for each step.

### **Key Achievements**

- Convey basic animation principles to students
- Individual corrections and evaluate animation assignments

## EDUCATION

**University of Applied Sciences, Trier** – *Intermedia Design, Bachelor of Arts (1,3)*

**University of Trier** – *Business Administration*

**St. Matthias Gymnasium, Gerolstein** – *High School Certificate (2,9)*

## SKILLS

### Personal

- Highly creative with a keen eye for detail and motion
- Passion for animation and a deep understanding of shot composition and cinematography
- Create gameplay and facial animations using motion capture data and keyframe animation
- Excellent written and verbal communication skills acquired in a service provider environment
- Familiar with tight deadlines and able to work under pressure
- Flexible and efficient way of working gained in different projects

### Software

- Motionbuilder, Maya, Blade, Faceware, Analyzer, 3D Equalizer, 3DS Max, Softimage, Photoshop, After Effects, InDesign

## REFEREES

**Christoph Schulte**, Lead Cinematic Artist / Lead Technical Artist at Metricminds GmbH & Co. KG

**Matt Everitt**, Animation Supervisor at Mill Film

**Adam Smith**, Animation Lead at Mill Film

Contact details available on request