



CV - JACOB FREY

name
email
mobile
date of birth

Jacob Frey
info@jacobfrey.de
+49 177-7155572
03.03.1984

nationality
hobbies

german
riding BMX and longboard, music & concerts

training & qualification

advanced
Autodesk Maya, Softimage XSI
Zbrush, Joe Alter shave and a haircut,
Adobe After Effects, Adobe Photoshop,

basics
Autodesk 3ds max

work experience

2009 **Animator, Disney Interactive Black Rock Studios (Brighton, UK)** three months internship - animator
2009 **Animation Supervisor, (Munich, Germany)**
Sony Ericsson Fanwalk - MTV Europe Music Awards Ad
2007 - 2009 **Social Thinkers (Düsseldorf, Germany)**
www.socialthinkers.com
freelance graphic artist
2005 - 2007 **Brand Lounge (Düsseldorf, Germany)**
www.brandlounge.de
freelance graphic artist
2002 - 2003 **Faupel Communication, (Düsseldorf, Germany)**
www.faupel-communication.de

education

2007 - 2012 **student, Filmakademie Baden-Württemberg**
Institute of Animation, Diploma in Animation
2006 five months stay abroad in australia
2004 - 2006 **Berufskolleg Lore-Lorentz**
Schloßallee 14, Düsseldorf
A levels - main subjects art and english
grade of degree 2,4 (approx. B)
2002 - 2004 **Berufskolleg Elly-Heuss-Knapp**
Siegburgerstraße 137-139, Düsseldorf
baccalaureate in art and design
grade of degree 1,4 (approx. A)



Title: LOOM, polynoid.org

Duration: 6min.

SOFTWARE: XSI

POSITION: animator

DONE IN THIS SHOT

animation



Title: Jelly Jeff, ifts trailer 2010

Duration: 30sec.

3 episodes, 20sec. each for the international TrickFilm Festival Stuttgart

SOFTWARE: Maya, Renderman

POSITION: director, animator

DONE IN THIS SHOT

direction, animation, layout, character modelling, mattepaintings



Title: LOOM, polynoid.org

Duration: 3min.

SOFTWARE: XSI

POSITION: animator

DONE IN THIS SHOT

animation



Title: Mobile, diploma short

Duration: 6min.

SOFTWARE: Maya

POSITION: animator

DONE IN THIS SHOT

animation - excluding rope animation.
No simulations involved.



Title: Mobile, diploma short

Duration: 6min.

SOFTWARE: Maya

POSITION: animator

DONE IN THIS SHOT

animation - excluding rope animation.
No simulations involved.



06

Title: Jimbo Clementine

Duration: 6min.

TECHNIQUE: Stop-Motion**POSITION:** director, animator**DONE IN THIS SHOT**

everything



07

Title: Jelly Jeff, itfs trailer 2010

Duration: 30sec.

3 episodes, 20sec. each for the international TrickFilm Festival Stuttgart

SOFTWARE: Maya, Renderman**POSITION:** director, animator**DONE IN THIS SHOT**

direction, animation, layout, character modelling, mattepaintings



08

Title: BOB

Duration: 3min.

SOFTWARE: Maya, Mental Ray, Shave & Haircut**POSITION:** director, animator**DONE IN THIS SHOT**

animation, set-design & set-modeling, hair & grass simulation, rendering & compositing



09

Title: Fanwalk.tv

Duration: 30sec.

SONY ERICSSON AD FOR MTV EUROPE MUSIC AWARDS 2009

POSITION: Animation Supervisor**DONE IN THIS SHOT**

animation



10

Title: LOOM, polynoid.org

Duration: 6min.

SOFTWARE: XSI**POSITION:** animator**DONE IN THIS SHOT**

animation



Title: Jelly Jeff, iffs trailer 2010 **Duration:** 30sec.

3 episodes, 20sec. each for the international TrickFilm Festival Stuttgart

SOFTWARE: Maya, Renderman

POSITION: director, animator

DONE IN THIS SHOT

direction, animation, layout, character modelling, mattepaintings



Title: Fanwalk.tv **Duration:** 30sec.

SONY ERICSSON AD FOR MTV EUROPE MUSIC AWARDS 2009

POSITION: Animation Supervisor

DONE IN THIS SHOT

animation



Title: LOOM, polynoid.org **Duration:** 6min.

SOFTWARE: XSI

POSITION: Animator

DONE IN THIS SHOT

moth animation



Title: Jimbo Clementine **Duration:** 6min.

TECHNIQUE: Stop-Motion

POSITION: director, animator

DONE IN THIS SHOT

everything



Title: BOB **Duration:** 3min.

SOFTWARE: Maya, Mental Ray, Shave & Haircut

POSITION: director, animator

DONE IN THIS SHOT

animation, set-design & set-modeling, hair & grass simulation, rendering & compositing



Title: Jelly Jeff, itfs trailer 2010 **Duration:** 30sec.

3 episodes, 20sec. each for the international TrickFilm Festival Stuttgart

SOFTWARE: Maya, Renderman

POSITION: director, animator

DONE IN THIS SHOT

direction, animation, layout, character modelling,
mattepaintings