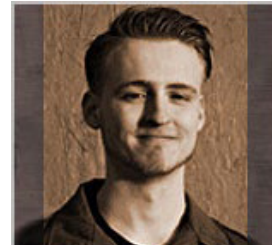


Personal information:

Name	Henning Kleist
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Date of Birth	02/08/85
Place of Birth	Teterow, M-V
Place of Residence	Amberg, Bavaria



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Web	http://henning-kleist.de

Projects:

03/2016 – 03/2016	Gitterstar <i>modeling and animation of a football app Augmented Reality app</i>
11/2015 – 11/2015	AirportPark FMO <i>Animated plan of a compound Augmented Reality App</i>
04/2015 – 04/2015	Friends of Caversham Court Gardens <i>knight graphic for a cardboard standup For the 800th anniversary of the Magna Charta</i>
10/2015 – 10/2015	Château de Fontainebleau <i>reconstruction of the Beijing Summer Palace In its 19th century appearance for Augmented Reality Modeling and texturing and animation of the palace compound</i>
08/2015– 08/2015	Lotto Berlin <i>video clip for a presentation</i>

04/2015– 10/2015	Bavarian Palace Department <i>gold-plated 3D print of the German imperial crown for the exhibition „Kaiser - Reich – Stadt“ at Nuremberg Castle</i>
03/2015 - 03/2015	DDS – Die Produktionsagentur <i>logo video clip lowpoly Modelle für Augmented Reality App</i>
01/2015 - 03/2015	Asinus Entertainment <i>Modeling and texturing of character models for the game "Of Kings And Men"</i>
11/2014– 01/2015	Figutec <i>modeling and 3D printing of miniature figures in the style of the 50s</i>
09/2014 – 05/2015	Château de Chambord <i>reconstruction of the Renaissance castle Chambord In its 16th century appearance for Augmented Reality modeling, texuring and animation of the castle's interiors</i>
09/2014 – 09/2014	3D Fab <i>Character modeling for 3D print</i>
10/2014 – 10/2014	RHEINZINK <i>modeling of an apartment building Animation of aligning the front construction Augmented Reality app</i>
09/2014 – 10/2014	Die Meck-Schweizer <i>modeling and rendering of a cute farmer logo graphic</i>
04/2013 – 09/2014	Mont St. Michel <i>reconstruction of the medieval abbey (Medievalworlds) modeling of terrain and interiors</i>
04/2014 – 04/2014	Provinciaal Archeologisch Museum Ename <i>rendering of an animation of the German imperial crown for the exhibition "De erfenis van Karel de Grote" 2014</i>
07/2013 – 08/2014	Tamaris <i>modeling of highly detailed shoes Augmented Reality app</i>
06/2014 – 06/2014	Planet Energy Drink <i>modeling and animation of a football app Augmented Reality app</i>

06/2014 – 06/2014	Commerzbank <i>modeling and animation of a theatrical stages</i> <i>Augmented Reality app</i>
03/2014 – 04/2014	F.A. Kämpers <i>modeling of a car dashboard, airbag and special fabric</i> <i>detailed animation of an exploding airbag</i> <i>Augmented Reality app</i>
03/2013 – 04/2014	Musée Du Louvre <i>reconstruction of the medieval Louvre (Medievalworlds)</i> <i>modeling of columns and style elements</i>
12/2013 – 01/2014	Ampelmann Berlin <i>rendering of a commercial graphic for advertising columns</i> <i>rendering of a commercial graphic for packaging of wine gums</i>
06/2012 – 05/2013	CGI Studio <i>high-polygon modeling and texturing of food products</i> <i>in various containers</i>
03/2013 – 04/2013	Gebroeders Decap <i>modeling of a robot band organ</i> <i>Augmented Reality app</i>
01/2013 – 03/2013	Allwetterzoo Münster <i>modeling and animation of an elephant</i> <i>Augmented Reality app</i>
05/2012 – 05/2012	Jeweler "Niessing" <i>rendering of a diamond ring for promotional purposes</i> <i>promotional graphics & animation</i>
05/2012 - 05/2013	AVK Terwey <i>modeling, animation and rendering for short clips</i> <i>modeling, texturing and animation of low-polygon models for</i> <i>Augmented Reality apps</i>
12/2012 - 01/2013	Sculpture by Swiss Artist Urs Fischer <i>redefinition and optimizing of high-resoluted 3D scan data for</i> <i>huge 3D prototyping</i>
05/2012 - 05/2013	Medievalworlds <i>3D Web Store for medieval equipment</i> <i>modeling, texturing, rigging, posing and rendering of high</i> <i>quality medieval gear and characters such as knights, archers,</i> <i>peasants</i>

01/2012 - 04/2013	"Chateau Falaise" <i>reconstruction of the medieval castle in its 12th century appearance for Augmented Reality modeling, texturing and animation of the castle's interiors as well as typical 12th century siege equipment, weapons and soldiers</i>
05/2011 - 06/2011	"On Air" <i>TV magazine app for SmartPhones modeling and rendering of banner graphics</i>
07/2010 - 08/2010	Ritter Mobile Technology <i>iPad Game "Decoloro" design and creation of the cover graphic</i>
04/2010 - 11/2011	"Star Trek II: The Beginning of the End" <i>modeling, texturing, rendering of scene content animation and postprocessing of film sequences</i>
08/2010 - 11/2011	3-DCT <i>modeling of upholstered furniture for Unity 3D</i>
04/2010 - 11/2011	Extraordinary Wonders LLC <i>modeling and texturing of game content</i>
10/2008 - 08/2009	Spellbound Entertainment <i>modeling and texturing of game content "Arcania: Gothic 4"</i>
04/2008 - 09/2008	"Corporate Conflict Mars" (P400), Games Academy <i>part of "Mollekühl" (freelance team for student projects) modeling and texturing of game content, rendering</i>
10/2007 - 03/2008	"Dawn of Bugs" (P300/P400), Games Academy <i>part of "Mollekühl" (freelance team for student projects) modeling and texturing of game content</i>
04/2007 - 09/2007	"Assecio" (P200 Projekt), Games Academy <i>modeling and texturing of in-game characters embedding into game engine</i>
10/2006 - 03/2007	"NuTron" (P100 Projekt), Games Academy <i>modeling and texturing of vehicles embedding into game engine</i>

Education:

10/2006 - 10/2008	Games Academy GmbH (Berlin) <i>field of study 3D Art&Animation</i> <i>degree: Game Artist (GA)</i>
08/1996 - 07/2005	Fritz-Greve-Gymnasium, Malchin <i>degree: Abitur (Grammar School)</i>

Skills:

Software: 3ds Max, Maya, Zbrush, Photoshop, After Effects
Realflo

Technical: High/Low resolution modeling and texturing
Photo-realistic rendering
comprehension of human anatomy
feeling for color and composition
short video clips 2D/3D

Languages: German (native)
English (fluent)

Awards: ZBrushCentral Top Row, The Best of Evermotion Award
3D-worXX Award, 3dtotal Golden Eye Award

Publications: CG Arena, Issue II 2010
Digital Production, Issue IV 2011

Exhibitions: Provinciaal Archeologisch Museum Ename
Medieval Crime and Justice Museum Rothenburg
Nuremberg Castle