

Garry Runke

Looking for a nice Maya Project

info@vfxjay.com

Summary

Very experienced Autodesk Maya user.

Special hand for rigid and particle simulations and a very strong awareness of deadlines and teamplay.

Specialties

Maya 3D generalist, Maya Particles, Compositing (Fusion, AfterFX)

Experience

VFX Supervisor at Pictorion Magma

March 2008 - March 2008

Visual Effects for Way to the Stars

1 recommendation available upon request

VFX Artist at visual distractions ltd.

February 2008 - February 2008

Visual Effects for Way to the Stars

2 recommendations available upon request

Rigger at Pictorion Magma

January 2008 - February 2008 (2 months)

Rigging of character and props for a movie trailer.

1 recommendation available upon request

Compositor at Pictorion Magma

February 2008 - February 2008

Compositing for Way to the Stars.

Owner at WittyJack

April 2007 - December 2007 (9 months)

Digital Artist at Stoof International

December 2007 - December 2007

Creating a visualization for the Saudi Arabien Kinghouse. Full CG

3D Presentation at CU Gate

October 2007 - October 2007

Creating a 3D presentation for a new product they develop.

Project Supervision and creation at Toshiba

September 2007 - September 2007

Creating of a presentation for the IFA 2007 held in Berlin.

Won the state of the art award (says customer, no clue what the heck that is :))

CEO at QuadrigaFX

August 2004 - February 2007 (2 years 7 months)

VFX Supervision and Team Coordination of "Märchenstunde" first series, airing on Pro7

Supervisor of "Nike" tracking and rotoscoping team

Supervisor of "Palm" tracking team

Team Supervision and Coordination of the "Wunderwelt Wissen" graphic team (a german TV Show airing on Pro7)

..and a lot more

4 recommendations available upon request

Education

THE GERMAN FILM SCHOOL

Diploma, 3D, Animation, Compositing, Visual Effects, 2001 - 2004

Honors and Awards

State of the art award for Toshiba Fair Presentation

Interests

3D, motorbiking

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8 people have recommended Garry

"Garry is a dedicated and precise worker who achieves best results for any task given. His outstanding expertise, reliability and inventiveness make him a top choice SFX artist. He works well with all colleagues and we would always hire him again with great pleasure."

— **Peter Bohl**, was Garry's client

"I had the opportunity to work with Garry on various projects. He was always a great leader, with a wide-spread 3D-knowledge and a great sense of responsibility. Even though we were working on very stressful projects with tight deadlines, he never lost his nerve and always gave 100%."

— **Alexa Mueller- Heyn**, *Supervisor WunderWeltWissen- Team, Quadriga|FX*, reported to Garry at QuadrigaFX

"Garry is a highly skilled VFX artist, with an excellent general overview and specialized knowledge of 3D tools. He is very self-motivated, excellent at problem-solving and in finding effective and creative solutions to new challenges. He produced impressive output and results from the first day on and he adapted instantly to the given pipeline and integrated into the team in no time. I would always hire him again."

— **Julian Hermansen**, was Garry's client

"I first met Garry in 2002. We both studied at the same university. He is incredibly hard working and has amazing problem solving skills. I'm glad that I had a chance to work with him professionally at Pictorion Magma Animation. Although his major is visual effects he created an amazing character rig and it was a great pleasure to animate with it. Besides he is really funny and a nice guy! I would highly recommend him for any animation/VFX production."

— **Goro Fujita**, *Character Animator & VisDev Artist, PICTORION MAGMA ANIMATION GmbH*, worked directly with Garry at Pictorion Magma

"Garry Runke is a highly skilled Maya Generalist- and- VFX artist. He has extensive professional experience and always finished his work to the complete satisfaction of the company."

— **Marcus Wagenfuhr**, *3D Effects TD, visual distractions ltd*, worked directly with Garry at visual distractions ltd.

"I met Garry starting out my career at Quadriga|FX. After working with him on a few projects, i knew that, as a visual fx supervisor leading a project, he is the guy to turn to. Projects seem to run smoother when he is in charge. As a person he's very relaxed and fun to hang out with. I definitely look forward to working with him again."

— **Christopher Puchta**, *VFX Technical Director, Quadriga|FX*, reported to Garry at QuadrigaFX

"Garry is a strong base for every team. He has a great ability in dealing with tricky problems and is always an address when you get stuck. Knowledge and an infinite amount of interest make him an outstanding allrounder and supervisor. He has a very good sense of dealing with almost every kind of person which keeps the atmosphere always friendly even on very stressful days."

— **Christian Schuppe**, *Modelling/Texturing, Quadriga FX*, reported to Garry at QuadrigaFX

"Garry was a great boss: Strict when dealing with deadlines and very committed to deliver high-quality content but always with an open ear for the problems and needs of the artists. He was a very good and responsible leader and also a fun and witty guy to work with."

— **Niels Roscher**, *3D Animator/Rigger, Quadriga|FX*, reported to Garry at QuadrigaFX

[Contact Garry on LinkedIn](#)