

## CONTACT

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## FIELDS OF INTEREST

- Storytelling
- Narrative Design
- Visual Design
- Game Design

## REFERENCE

- **Anthony Zwartouw**  
CG Supervisor

E: zwartouw@hotmail.co.uk

- **Jonathan Reynolds**  
Lead look development

E: jonathanpreynolds@gmail.com

## WORK EXPERIENCE

since 11/2016

### LIGHTING ARTIST

#### Remedy Entertainment

- Designing the look and feel for interactive storytelling experiences

10/2015 - 11/2016

### CG GENERALIST - ENVIRONMENT ARTIST

#### Industrial Light & Magic, Vancouver

- Deep Water Horizon (2016)
- Kong: Skull Island (2017)  
Digital environment creation

03/2015 - 09/2015

### LIGHTING TECHNICAL DIRECTOR

#### Sony Pictures Imageworks, Vancouver

- Alice Through the Looking Glass (2016)  
Shot technical direction / shot lighting  
look development

11/2014 - 03/2015

### CG GENERALIST - ENVIRONMENT ARTIST

#### Industrial Light & Magic, Vancouver

- Warcraft (2016)  
Digital environment creation / scene and asset setup  
camera projections / look development / lighting

06/2013 - 11/2014

### LIGHTING / LOOK DEVELOPMENT

### COMPOSITING TECHNICAL DIRECTOR

#### Method Studios, Vancouver

- Night at the Museum: Secret of the Tomb (2014)  
Shot technical direction / shot lighting
- The Giver (2014)  
Hero asset look development  
pipeline tool creation / shot lighting
- The Maze Runner (2014)  
Shot lighting
- Thor: The Dark World (2013)  
Hero asset look development / shot layout + lighting
- Grudge Match (2013)  
Digital compositing

- 10/2012 - 01/2013    **COMPOSITOR / Pixomondo, Berlin**
  - Sky Germany TV commercial
  - Star Trek - Into Darkness
- 04/2012 - 10/2012    **COMPOSITOR / Method Studios, New York**
  - Halo 4: 'Commissioning'
  - Europa Report
  - G.I. Joe: Retaliation
  - The Place Beyond the Pines
- 2010 - 2011            **COMPOSITOR / Filmakademie Baden-Württemberg**
  - "Lichtjahre" Light years (2011)  
Digital compositing / digital environment creation
- 02/2010 - 10/2010    **CG GENERALIST / Titanfilm, Berlin**
  - Numerous TV commercials  
Modeling / texturing / surfacing  
rendering and compositing

## EDUCATION

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- 2017                      **COURSERA**  
Story and Narrative Development for Video Games
- since 2016            **UDEMY**  
The Unreal Engine Developer Course  
Multiple Unity 5 related courses
- since 2011            **FXPHD 10+ completed courses in:**  
Modeling / lighting / rendering / compositing / scripting  
Software: Maya / Katana / Nuke / Pixar's Renderman  
Arnold / Python
- 2009 - 2013           **DIGITAL FILM DESIGN/VISUAL EFFECTS B.A.**  
Thesis : "Going Deep!"  
Assembling fully computer generated images  
with deep pixel data using PRman and Nuke
- 2006 - 2009           **DIGITAL MEDIA DESIGNER / media GmbH, Stuttgart**  
Dual vocational education and training  
Adobe Suite / HTML/CSS / PHP / Typo3

## LET'S TALK!

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