

Roland Pfisterer – Curriculum Vitae

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PROFILE

I am a freelance compositor with over 6 years of work experience in the film and advertisement industry. My experience covers compositing of full CG shots, live action and CG elements, stereoscopy, retouching, keying, matchmoving, rotoscoping and color grading, with both film and TV material. My qualifications are completed by a good basic knowledge of 3D, graphics programming and photography.

FILMOGRAPHY

The BFG (USA 2016)
Maze Runner: The Scorch Trials (USA 2015)
The Hobbit: The Battle of the Five Armies (NZ 2014)
Mara und der Feuerbringer (D 2015)
Captain America: The Winter Soldier (USA 2014)
Iron Man 3 (USA 2013)
White House Down (USA 2013)
Wolfblood (TV, UK 2013)
Cloud Atlas (D/USA 2012)
Wer's glaubt wird selig (D 2012)
Deckname Luna (TV, D 2012)
Sams im Glück (D 2012)
Türkisch für Anfänger (D 2012)
München 72 – Das Attentat (TV, D 2012)
Fünf Freunde (D 2012)
Nairobi Half Life (K 2012)
Captain America: The First Avenger (USA 2011)
Sommer der Gaukler (D 2011)
4 Tage im Mai (D/RUS/UKR 2011)
Resturlaub (D 2011)
Sennentuntschi (CH 2010)

EMPLOYMENT

02/2015 – now	Compositor Weta Digital Ltd. Wellington, New Zealand
10/2014 – 11/2014	Compositor Weta Digital Ltd. Wellington, New Zealand
08/2010 – 07/2014	Freelance Compositor Munich, Germany Various projects for: Trixter Film GmbH Arri Film & TV Services GmbH BigHugFX GmbH Black Sail Pictures GmbH Velvet Mediendesign GmbH

EMPLOYMENT

02/2010 – 06/2010	Stereoscopic Artist Trixter Film GmbH Munich, Germany
06/2008 – 08/2009	Compositor / Fluid Simulation Artist A Large Evil Corporation Ltd. Bath, United Kingdom
09/2003 – 01/2004	Lighting / Rendering Intern Ambient Entertainment GmbH Hanover, Germany

EDUCATION

10/2001 – 02/2008	Diplom-Ingenieur für Computervisualistik (Diploma Degree in Computational Visualistics) Otto-von-Guericke-Universität Magdeburg, Germany Graduated with distinction, final mark: 1.0 (highest mark)
10/2005 – 02/2006	Research Project Graphics and Vision Research Laboratory, University of Otago Dunedin, New Zealand

SKILLS

Applications	Compositing: Tracking: Other: Programming: Systems:	Nuke, Shake, After Effects Mocha, Boujou Maya, Houdini, Photoshop, Final Cut Pro Python, AppleScript, C/C++, OpenGL, GLSL Windows, Mac, Linux
Languages	German: English: French:	native language fluent basic knowledge

REFERENCES

Available on request