



## CONTACT

Alexander Köhl  
Särkiniementie 9 C  
00210 Helsinki  
Finland

C: +358 44 949 1411  
E: alexander.koehl.mail@gmail.com

[alexanderkoehl.com](http://alexanderkoehl.com)

## KEY SKILLS

- Computer graphics
- Visual Design
- Problem solving
- Communication
- Storytelling

## FIELDS OF INTEREST

- Game design
- Writing
- Code

## SOFTWARE

- Unity
- Unreal Engine
- 3ds Max
- Maya
- Modo
- Nuke
- Photoshop
- A variety of PBR shading systems and pathtracers.

## WORK EXPERIENCE

Since 11/2016

### LIGHTING ARTIST

**Remedy Entertainment, Helsinki**

- Level lighting
- Cinematic lighting

10/2015 - 11/2016

### CG GENERALIST - ENVIRONMENT ARTIST

**Industrial Light & Magic, Vancouver**

- Deep Water Horizon (2016)
- Kong: Skull Island (2017)
- Captain America: Civil War (2016)

03/2015 - 09/2015

### LIGHTING TECHNICAL DIRECTOR

**Sony Pictures Imageworks, Vancouver**

- Alice Through the Looking Glass (2016)

11/2014 - 03/2015

### CG GENERALIST - ENVIRONMENT ARTIST

**Industrial Light & Magic, Vancouver**

- Warcraft (2016)

06/2013 - 11/2014

### LIGHTING / LOOK DEVELOPMENT COMPOSITING TECHNICAL DIRECTOR

**Method Studios, Vancouver**

- Night at the Museum: Secret of the Tomb (2014)
- The Giver (2014)
- The Maze Runner (2014)
- Thor: The Dark World (2013)
- Grudge Match (2013)

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

## REFERENCE

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- **Anthony Zwartouw**

CG Supervisor

E: [zwartouw@hotmail.co.uk](mailto:zwartouw@hotmail.co.uk)

- **Jonathan Reynolds**

Lead Look Development

E: [jonathanpreynolds@gmail.com](mailto:jonathanpreynolds@gmail.com)

○ 2010 - 2011

### COMPOSITOR

Filmakademie Baden-Württemberg

- "Lichtjahre" Light Years (2011)

○ 02/2010 - 10/2010

### CG GENERALIST

Titanfilm, Berlin

- Numerous TV commercials

## 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/VFX (B.A.),

Mediadesign University of Applied Sciences

MD.H, Berlin

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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E: [alexander.koehl.mail@gmail.com](mailto:alexander.koehl.mail@gmail.com)

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