

First name/Surname **ÖRS BÁRCZY**
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Nationality Hungarian
Place of Residence London, UK



Personal Statement

Profile A highly motivated 3D Artist who is always eager to learn, extend his knowledge, work in a team and passionate about the very final details of each production.

Work Experience

2016 September - Present **Electric Theatre Collective** – Freelance 3D Generalist (focusing: Lighting/Lookdev), Advertising and other upcoming commercials, using Houdini, Nuke and Maya.

2015 July **Freelance** - Vue 2015 xStream Review
3D World Magazine

Education

2015 – 2016 **MA 3D Computer Animation**
National Centre of Computer Animation (NCCA), Bournemouth, UK

2012 - 2015 **BA Animation**
Metropolitan University of Applied Sciences (METU), Budapest, HUN

Relevant Skills

CG Skills Lighting, Rendering, Compositing, Grooming, LookDev, Shading, Texturing and Project Management which are all visible in depth in my showreel and website.

Problem solving I already faced multiple problems making and managing my own short film and other projects. Every time figuring out a complete pipeline with Arnold/Vray rendering, shading, making fur, simulations and sometimes deep compositing while simultaneously managing around 5 and 10 people. I was always calm, committed and found the right and quick way to get the project done on time.

Communication and Collaboration I managed teams multiple times while working with them. I always found the way to understand, encourage and speak with the team members even when everyone was under stress as the deadline was approaching. The key is the pleasant environment, good production plan, the team member's individual interest and to never forget to appreciate their valuable work.

Software Proficient Maya, Arnold, Nuke, Houdini (Lighting/Rendering/Lookdev only), Yeti, Vray, Mari, 3Ds Max, Vue xStream, Adobe packages, several plugins and small softwares.

Software Mid-Level

Zbrush, Krakatoa, Mudbox, xGen and FumeFX.

Filmography/Projects

- 2016 August **Chivalry is Dead** – Director: Renos Kontaris
Master’s project. Responsible for: Lighting, Shading, Rendering, Compositing and Project Management (*NCCA Bournemouth*).
- 2015 August **Hey Deer!** – Director: Örs Bárczy (www.heydeermovie.com)
BA Graduation short movie. Responsible for: Lighting/Comp, Grooming, Project Management, Directing and Full – Supervising (*MET University Budapest*).
- 2014 July **The Last Yeti** – Director: Borbála Mészáros
Puppet Animation Short film. Responsible for: Production Design, Animation, Visual Effects, Environment Fabrication and Design (*MET University Budapest*).

Honours and Awards

- 2016 August **BEST KIDS ANIMATION AWARD** Animation Block Party (New York)
The award goes to the best children animated short film which was Hey Deer!.
- 2016 July **BEST CHILDREN’S MOVIE** Umbria Film Festival (Italy)
The award goes to the best children animated short film which was Hey Deer!
- 2016 March **BEST ANIMATION AWARD** Manchester Film Festival (MANIFF2016)
Hey Deer! got the Best Animation award: ‘a well-crafted narrative short film’.
- 2015 October **3D World Magazine Feature** Hey Deer!
My short film, Hey Deer! got featured and reviewed in the 3D World Magazine.
- 2014 October **3D World Magazine Feature and Tutorial** Above The Clouds
My Above the Clouds image got featured and a five page tutorial, as well.
- 2014 July **3DTotal Excellence Award** Above The Clouds
I received 3DTotal Excellence Award and a front page feature for my image.

Languages & More

- Fluent **English:** IELTS 6.5 (overall), **Hungarian** (Mother Language)
- Interests I am passionate about film making, storytelling, and from the pipeline, I am focused on Lighting, Comp and LookDev, however, I am always working on developing my skillset and techniques. In my free time, I am probably managing my movie to get selected to film festivals or organizing a ski trip to the Alps which is my beloved sport.
- Reference **Gábor Marinov** (gabor.marinov@gmail.com) from Limes Superior.