Johann Paul Höfer

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Education

09/2023 – 03/2025 **Bachelor, VFX & 3D Animation**
SAE Institute (Cologne, GER)
Focus on VFX Supervision (On Set & Post)
Thesis topic: Lighting design and visual effects in a cinematic novel adaptation

03/2024 – 05/2024 **DaVinci Resolve Crash Course**
SAE Institute (Cologne, GER)

03/2022 – 09/2023 **Diploma, VFX & 3D Animation**
SAE Institute (Cologne, GER)
Focus: Compositing & matchmoving (NukeX & SynthEyes)

09/2012 – 06/2021 **Abitur** (German university entrance qualification)
Albert-Einstein-Gymnasium (Buchholz i.d.N., GER)
Examination subjects: Art, Mathematics, Physics
Final grade: 3.0 (German scale, 1.0 = best)

Professional Experience

06/2026 – 10/2026 **VFX Artist**
Freelance at MAPP media GmbH (Frankfurt, GER)
- Contributed to the documentary film *"The Day We Leave Earth"*
- Retouching, CG compositing, matchmoving

10/2025 – 05/2026 **Digital Artist**
Full-time at Luminage GmbH & Co. KG (Düsseldorf, GER)
- Retouching, keying, compositing (DaVinci Resolve)
- 2D/3D motion graphics (After Effects, Blender)

09/2024 – 03/2025 **VFX Artist**
Freelance at 7Mile GmbH (Aachen, GER)
- Contributed to the YouTube series "Der Mann im Mond" (Act 5, The Sandman, Act 6), mostly as VFX Compositor
- Retouching, keying, compositing (30+ shots delivered)

09/2023 – 10/2025 **Head of Department and Assistant** (VFX & 3D Animation)
Part-time position at SAE Institute (Cologne, GER)
- **Head of Department (4 months):** Planning and organization of the department, structuring of course content, coordination of teaching units

▪ **Assistant (subsequently):** Support of the Head Instructor, preparation and follow-up as well as delivery of classes & tutorials, student mentoring and support
▪ Support in the administrative area (incl. switchboard, organizational processes)

09/2021 – 04/2022 **Camera Assistant and Editor**
at BECRE, PR agency (Buchholz, GER)
▪ Creating motion graphics, editing reels
▪ Design of the corporate identity

03/2017 – 05/2021 **Newspaper Delivery Person**
at Kreiszeitung Wochenblatt (Buchholz, GER)

Further Practical Experience

04/2019 **Two-week school internship**
spätemitschwalbgmbh (Lüneburg, GER)
Graphic design: first intensive experience with Adobe CC

Skills

Languages:	German – native language English – fluent, spoken and written Spanish – basic
Motion GFX / VFX software:	Experience using software such as Adobe After Effects / Photoshop / Illustrator / InDesign / Substance Painter, Autodesk Maya, Houdini, Blender, DaVinci Resolve, Nuke, SynthEyes.
Film production basics:	Understanding of the workflows and requirements in film production, including camera work and post-production Software: Adobe Premiere Pro, DaVinci Resolve
Problem solving:	Experience solving technical challenges in the VFX field (on set & in post)
3D skills:	Knowledge of creating 3D models and animations, including texturing, rigging, lighting, rendering and compositing
Other software:	MS Excel, MS PowerPoint, MS Word
Other:	Driver’s license, Class B

Interests

Photography/film, FPV drones, volleyball (coach: 2020 – 2022), triathlon, windsurfing, piano



Paul Höfer, Leverkusen, 28.11.2026