

RESUME: MATHIAS FOOT STRATEGIC DESIGNER / ART DIRECTOR

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2023-10-23

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Place of birth: Germany



AREAS OF EXPERTISE

- 3D & 2D Motion Graphics
- Strategic Graphic Design & Branding
- Spatial Strategies / Exhibition Design
- Project Development & Management
- Planning and Budget Management
- Client Relationship Management
- Research and Development
- Performance Management
- Complex Issue Resolution
- Creative Direction
- Art Direction
- Team building & Leadership
- Training & Development
- Interpersonal Communication
- Management Reporting
- Hiring Artists & Collaborators
- High-Impact Presentations
- Pipeline & Workflow Optimisation

RELEVANT PROFESSIONAL EXPERIENCE 2021-2023

OQmented GmbH, Kiel

- Lead Spatial Designer (SPIE 2023, AWE Asia 2022 & 2023)
- Creative- and Art Directing
- Marketing and Design Strategy advisor
- Corporate Design development
- Supervising 3D and motion content
- Graphic Design, Motion Design and Exhibition Design
- Collaborating cross functional within diverse departments
- Pitch- and Creative Concept Development

The Animation Workshop, Viborg

- Supervising Artists and Deliveries
- Consultation in Research and Development

Zoologisches Museum, Kiel

- Lead Spatial- and Interaction Designer
- Project-, Time- and Production Management
- Graphic Design, 3D/2D Motion Design and Interactive Design
- Planning and Budget Management
- Research and Development
- Creative- and Art Directing
- Narrative script Direction
- Collaborating with external Producers

RELEVANT PROFESSIONAL EXPERIENCE 2018-2021

“mocean - hacking ocean science”

- Project-, Time- and Participant Management
- Concept and Interaction Design
- Graphic- and 2D Motion Design
- Live Presentation
- Supervising the live production

wirmachenbunt, Hamburg

- User Experience Design
- Interactive Prototyping
- Creative Coding and 2D Motion Design
- Supervising Artists and Deliveries
- Client Relationship Management
- Quality Control

Muthesius University, Kiel

- Teaching 3D Motion Graphics

EDUCATION

- 2018 - ongoing:** Autodidactic in Creative Coding, Virtual & Augmented Reality
2022 - ongoing: Autodidactic in AI Models: DALLÉ, Runway, Stable Diffusion, Adobe Firefly
- 2015 - 2018** Interactive Media & Information Design
Muthesius University of Arts and Design Kiel, Germany
- 2013 - 2015** Illustration & Interaction Design
Berliner technische Kunsthochschule Hamburg, Germany

TECHNICAL PROFICIENCIES

- High Level:** Cinema 4D (Redshift), Adobe Illustrator, Adobe After Effects, Adobe Premiere Pro, Adobe Photoshop, Adobe InDesign
- Medium Level:** VVVV (beta), X-Particles, Autodesk Maya, MS Office (Excell/Power Point), Google Docs
- Beginner Level:** Blender, Unreal Engine 5, Unity

LANGUAGES

- German** Native
English Proficient
Danish Beginner
French Basic / Rusty