

MARCO DE GOEIJ

Niasstraat 15-III Mobile: +31 651601830
1095TT Amsterdam Email: marco@mad-id.nl
The Netherlands Website: www.mad-id.nl

TECHNICAL DIRECTOR

MATCHMOVING & CHARACTERS

OBJECTIVE

To stay challenged, learning new things and sharing what I know. Being part of a creative team that will allow me to advance my career as a Technical Director specializing in matchmoving and character setup.

WORK EXPERIENCE

FREELANCE

AMSTERDAM, NETHERLANDS

- TV film: "The Lost Christmas" – matchmover,
- Short film: "Portal: No Escape" – matchmover,
- Commercial: "Skoda NSF" – matchmover (client: omstudios Berlin),
- Image film: "VW Passat - Chasing Flames" – matchmover (client: omstudios Berlin),
- Video clip: "Yalla Asia - AFC Asian Cup Song 2011" – matchmover 'dog morph' shots,
- Feature film: "Higher Ground" – lead matchmover bus crash sequence,
- Short film: "Reflection" – on-set vfx assistant and matchmover.

MATCHMOVER / CHARACTER RIGGER

05.2010-PRESENT (part-time)

PERSONAL WORK

AMSTERDAM, NETHERLANDS

- Animated short: "Heavy!" (release planned for 2011) – responsible for all visual elements.

3D GENERALIST

1999-PRESENT (part-time)

WESTERVELD CONSULTANCY

AMSTERDAM, NETHERLANDS

- Designed and programmed Webnoise, an online toolset for environmental management in the field of construction noise, using a DHTML windows interface running on a LAMP platform → For more info: www.webnoise-software.nl (clients: Strukton, VolkerRail, BAM, Spitzke and Eijfage Rail)

WEB / SOFTWARE DEVELOPER

01.2005-PRESENT (part-time)

FREELANCE

AMSTERDAM, NETHERLANDS

- Designed and programmed Divine, a universal automated acoustic simulation model for railway yards, implemented it 11 times, and created several other database oriented tools using Access VBA (client: NS Technical Research),
- Created spreadsheets for automating the Dangerous Goods Pricing System (client: KLM cargo).

DATABASE / SOFTWARE DEVELOPER

09.1998-12.2004 (part-time)

EDUCATION

RIGGING DOJO

ONLINE PROGRAM

- 1st session: anatomy, skeleton design, animation UI, spine rigging options, space switching, flexible rigging workflow

CHARACTER RIGGING

09.2010-10.2010 (part-time)

FXPHD.COM

ONLINE PROGRAM

- Completed courses on Maya, SynthEyes, PFTrack, PFMatchit, Mocha, Shake, Nuke, Stereoscopy and others.
- Verify my course enrollments at www.fxphd.com/verify with certificate number 5UGPD3DRAU6VALE.

VISUAL EFFECTS TRAINING

10.2007-PRESENT (part-time)

PHOTO ACADEMY AMSTERDAM

AMSTERDAM, NETHERLANDS

CREATIVE PHOTOGRAPHY

09.1995-07.1998 (part-time)

TECHNICAL UNIVERSITY EINDHOVEN

EINDHOVEN, NETHERLANDS

MECHANICAL ENGINEERING (MSc)

09.1989-02.1995 (full-time)

- Graduated With Great Honor (GPA 8.3/10), specialized in Dynamics and Fluid Mechanics.

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TECHNICAL DIRECTOR

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SOFTWARE PROFICIENCY

ADVANCED

Maya, SynthEyes, PHP, MySQL, XHTML, CSS, JavaScript, Access, Excel, VBA, Matlab, Windows and Mac OS X.

INTERMEDIATE

PfTrack, PFMatchit, MEL, Python, Mocha, Shake, Photoshop and Aperture.

NOVICE

3D Equalizer, Nuke, Final Cut Pro, Massive, MotionBuilder, RealFlow, Ajax and Unix.

COURSES

CGWORKSHOPS

ONLINE PROGRAM

BELLEIMAGES

AMSTERDAM, NETHERLANDS

NIAf

TILBURG, NETHERLANDS

ALIAS | WAVEFRONT

GENT, BELGIUM

SCRIPTING IN MAYA - MEL & PYTHON

09.2009-11.2009 (by Todd Widup)

PSYCHO MECHANICS & ACTING FOR ANIMATION

07.2003 (by Jeffrey Hinze)

3D CHARACTER ANIMATION

05.2003 (by PIXAR animators Kyle Balda and Tim Crawford)

CHARACTER ANIMATION / MEL FUNDAMENTALS

04.1999-06.1999 (by Tom Kluyskens)

SUMMARY OF QUALIFICATIONS

3D EXPERIENCE

- In the past 10 years I have developed substantial skills in various areas of 3D animation by doing several personal projects, mostly character driven.
- Later this year I will be finishing my first animated short "Heavy!" for which I'm responsible for all visual elements, including story, design, modeling, character setup, animation, shading, effects (cloth, fur, fluids and dynamics), lighting, rendering, compositing and editing.

VFX KNOWLEDGE

- In the past 3+ years of being a member of fxphd, I have become familiar with visual effects concepts such as: integrating 3D with live action, 3D tracking, motion capture, crowd simulation, compositing, rotoscoping, matte painting, color theory, editing, digital cinematography, stereoscopy, miniatures, post workflow and on set protocol.
- In the past year I have worked on several projects as a matchmover, and also got some on-set experience.

PROGRAMMING EXPERIENCE

- In over 15 years I have done professional work in various programming languages and database formats, including webdevelopment in a LAMP environment, application development in Access/Excel using VBA, building numerical simulation models in Matlab and more. I also designed various user interfaces for both on- and offline applications.
- For the past year I have been working hard to expand my programming skills with mel and python scripting, with a special interest in character GUIs and other tools related to character setup and matchmoving.

PHOTOGRAPHIC EXPERIENCE

- In the past 13 years I have developed a broad understanding and skills in both analog and digital photography, including photography for visual effects, fashion and documentaries, classic black-and-white darkroom techniques, technical camera phenomena and recently hdr photography.
- Over the years I organised about a dozen fashion shoots as a lead photographer in a team of stylists, make-up artists and professional models, both in studio and on-location. I also made several documentaries including a full company report on Royal Dutch Mint.

LANGUAGE SKILLS

- Dutch (*native*), English (*advanced*), German (*intermediate*) and Spanish (*intermediate*).