

# Felix Hahnke



## WORK EXPERIENCE

**VFX Coordinator** PIXOMONDO - Frankfurt am Main, Germany  
05/2024 - Current

Supported the production team, HODs, VFX supervisors, and artists across multiple departments to meet targets and maintain schedules.

Communicated potential issues effectively while delegating tasks and updating Shotgrid (FlowProduction) task information and statuses to ensure accuracy. Trained new production members, such as coordinators and production assistants. Assisted production by taking notes during department/VFX supervision dailies and client calls. Managed render jobs on a global render farm across multiple shows simultaneously, using the AWS Deadline Monitor.

- Shows: The Crow, House of the Dragon Season 2, The Pickup, Unreleased TV Series coming June 2026, Unreleased Feature Film coming September 2026

**External Lecturer** SAE Institute Germany  
01/2022 - Current

Demonstrating VFX production pipelines to students in their first semester in online classes, showcasing essential modelling techniques and UV mapping workflows, crucial for hero asset creation and modular workflows in Autodesk Maya.

**VFX Production Assistant** PIXOMONDO - Frankfurt am Main, Germany  
05/2023 - 05/2024

Supported VFX productions by assisting with IO tasks focused on client deliveries and outsourcing. Created CineSync sessions for client calls to ensure effective reviews. Acted as on-set data wrangler, collecting camera data, slate information, and VFX shot details for production documentation.

- Shows: GranTurismo & Woodwalkers

**3D Artist** Baby Giant Hollyberg - Potsdam, Germany  
11/2022 - 03/2023

Utilized industry-standard software such as Autodesk Maya or Adobe Substance Painter to develop high-quality 3D models and textures for props, Digi-doubles and environments in VFX and gaming projects.

- Shows: Moawiya; Unannounced VR Experience



## EDUCATION

**Bachelor of Arts: VFX & 3D Animation**  
**SAE Institute Germany** - Cologne, Germany, 2022

- Dissertation in 3D Modeling, Texturing and CGFX
- Bachelor of Arts - BA (Hons), VFX & 3D Animation - 1st Class
- Coursework in. 2D & 3D VFX Production Pipelines, learning industry-standard software such as Adobe AfterEffects, DaVinci Resolve, Autodesk Maya, Foundry Mari, SideFX Houdini or Foundry NukeX. Gaining insights into Business Planning & Law, Professional Media Practice, Communication & Society.

## CONTACT

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## SUMMARY

Enthusiastic VFX production coordinator with expertise in 3D artistry and a history of successful project coordination. Adept at leading teams to meet stringent deadlines and streamline interdepartmental workflows and communication. Dedicated to maximizing project efficiency in high-pressure production environments.

## SKILLS

- Problem solving and strategic planning
- Cross-department collaboration and communication
- Calm under pressure
- Organizational skills
- 3D workflow expertise

## LANGUAGES

**German:** First Language

**English:** Advanced (C1)

## HOBBIES

- Photography
- Football