

MARCO HAKENJOS

Modeler / Texture Artist

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My name is Marco Hakenjos, I am a digital Artist from Germany, born in 1988 and currently living in Barcelona, Spain.

I am proficient in modeling & texturing complex environments, props and characters.

Solid organization, reliability and efficient workflows are the 3 main columns of my creative work.

Freelance

Passion Animation Studios, Barcelona, Spain
2018 - Present
Environment, props & **Character Modeler** for advertisement & feature film

Woodblock, Ludwigsburg & Berlin, Germany
2016 - 2020
Environment, props & **Character Modeler** for advertisement

M.A.R.K. 13, Stuttgart, Germany
2016 - 2020
Environment, props & **Character Modeler** for feature film

Flyvision Media, Besigheim, Germany
2018 - present
Asset & Character Modeler for advertisement

Education

Filmakademie Baden-Württemberg, Ludwigsburg, Germany
Animation & Visual Effects
2009 - 2015

Internship

Spans & Partner, Hamburg, Germany
Junior Modeler
2008 - 2009

Skills

Maya	Anatomy
Zbrush	Design language
Substance Painter	Photography
Photoshop	
After Effects	

Languages

German, English, Korean (basic), Spanish