




MICHAEL TIEDTKE

tiedtke.

CG Artist focusing on Lighting, VFX and Compositing

-  [linkedin.com/in/tiedtke](https://www.linkedin.com/in/tiedtke)
-  [youtube.com/@tiedtkeio](https://www.youtube.com/@tiedtkeio)
-  [artstation.com/tiedtke](https://www.artstation.com/tiedtke)

OVERVIEW

Hi, my name is Michael. Passionate storyteller with an extensive background in film principal photography and a newfound love for CG shot creation. With a calm and creative mindset I love to build world class stories and produce pixel perfect imagery.

WORK EXPERIENCE

Director of Photography, CG Artist and Composer
tiedtke. - Self Employed/Freelance
Oct 2014 - Present

- Independently directed and shot 30+ music videos.
- Composited shots and edited videos for various international commercials/clients.
- Managed paid social video campaigns for record labels and artists.

Content Producer (Lead)

L&P Agency - Full Time
Mar 2020 - Sep 2021

- Responsible for creating video ad campaigns, from start to finish including on-set productions.
- Technical structuring of scripts, shot lists and oversee film equipment.
- Lead the creative team during pre-production, principal photography and client facing post-production.

Content Producer and Paid Social Marketing


Sting Ad Agency - Full Time
Sep 2018 - Mar 2020

- Responsible for creating video ad campaigns, from start to finish including on-set productions.
- Technical structuring of scripts, shot lists and oversee film equipment.
- Comprehensive editing and post-production work.

Creative Producer

SocialView Agency - Full Time
Dec 2014 - Jul 2018

- Co-founder of the company.
- Broke several of our clients sales/visit records.
- Responsible for creating video ad campaigns, from start to finish including on-set productions.

 michael@tiedtke.se
(+46) 070 47 17 547

HIGHER EDUCATION

VFX-Artist for Games and Movies
Visual Magic, Skellefteå - Full Time
Aug 2021 - Dec 2023

- On-site 2,5 year education based on 3D generalism and compositing. Introduction program to softwares for 3D modeling and animation, real-time FX, world building, optical motion capture systems and node based simulations.

SKILLSET

Software/technical:

- Unreal Engine 5
- Blender (Basic knowledge in Houdini and Maya)
- Substance Painter/Designer/Sampler
- Nuke
- Fusion Studio
- DaVinci Resolve
- Adobe Photoshop/After Effects
- ACES color management
- USD scene creation pipeline
- Motion and Performance capture
- SoMe Ads incl. Meta, TikTok, Snapchat and Google
- FTrack project and shot management

Soft skills:

- Exceptionally good listener
- Creativity and innovative solutions
- Great self-time management
- Willingness to adapt new softwares and workflows

NOTEWORTHY PROJECTS

Need For Speed: High Stakes Remastered
Jun 2022

- Complete CG remaster of the 1999 game NFS: High Stakes intro cutscene using Unreal Engine 5, Blender and Substance Painter.
- Matched shot per shot almost identically.
- Structured workflow using industry pipelines.

Stiff (3D animated short film)

Jun 2023

- Independently wrote, animated and edited a full 5 min CG short film.
- Comprehensive planning and structuring.
- Combined path traced characters in Blender with real time environments in Unreal Engine 5.
- Seamless ACES and USD workflow from start to end.