

Email:
stephehl@hotmail.com
ehlstephan@gmail.com
Phone:
(202)-294-8840

Web:
<http://www.papermechanic.net>

Education

SAVANNAH COLLEGE OF ART DESIGN
Savannah, Georgia, USA
2011~2013 Master of Fine Art (Animation)

THE ART INSTITUTE OF WASHINGTON
Arlington, Virginia, USA
2006~2010 Bachelors of Media Art and
Animation - Summa Cum Laude

● Technicals Skills

- 3D Modeling / Digital Sculpting
- Texturing
- Animation
- Shading / Rendering / Lighting

3D Studio Max, ZBrush, Maya, Magics
ZBrush, Adobe Photoshop, Mudbox
3D Studio Max, Maya, Adobe Photoshop
Mental Ray, Arnold, Keyshot

● Work Experience

2013 to Present **MCFARLANE TOYS, TEMPE, AZ, USA**

Conceptualize product idea for the Game of Thrones and The Walking Dead building set line and translate it into 3D assets that can feasibly be brought to life. Design instruction manual explaining how to assemble a set.

2013 to Present **CHISEL 3D, ATLANTA, GA, USA**

Freelance artist, I am responsible to refine, create concept or recreate landmark and produce a digital sculpture used for large-scale 3D print for themed environments including theme parks, museums, trade shows, events, billboards...Past project included designed for the Atlanta Hawks, Jacksonville Jaguar, Rick and Morty, and Coca Cola.

2012

CLC PROJECT WITH MICROSOFT STUDIO, SAVANNAH, GA, USA

Enroled as a 3D modeler to create a variety of garment using graded pattern layout for cloth construction.

2010 ~ 2011

WORLD WILDLIFE FUND (WWF), WASHINGTON, DC, USA

Created accurate 3d simulation based on satellite pictures and specialist data showing the impact on ecosystem and patterns of deforestation for projects presentations and for a documentary titled Heart of Iron (release Date May 28th, 2013)

2008~2009

AMHARIC KIDS, MN, USA

Covers for Explore Ethiopia: A Coloring Book and Explore Ethiopian Tradition an Activity Book. Illustration, layout and cover for Journey to Ethiopia with Captain Addis and Hanna.

2001 ~ 2008

I worked in different Michelin Stars restaurants, Relay Chateaux and high end hotels in France, Luxembourg, Scotland and the United States where I worked my way up the position of Sous Chef.

PERSONAL PROJECTS:

2012

Moment of Tooth

Director

2010

Ape'scape (Short animated film)

Director, Modeler and Texture Artist

● Awards and Achievement

The SCGIS/ESRI/SCB International Conservation Mapping Contest 2011, 1st prize for Planning for Conservation in the Ruvuma Landscape project with Adam Dixon

Visually Wired Film Festival 2011, Best Special FX, Best Cinematography, Best Editing, and Audience Choice Awards for "Ape'scape"

Dean's List of the Art Institute of Washington winter 2008, spring 2008, summer 2008, fall 2008, winter 2009, spring 2009, summer 2009, fall 2009, winter 2010, spring 2010, summer 2010 and fall 2010.

Visually Wired Film Festival 2010, Audience Choice Awards for "Gigacon Animation"

The Art Student Show at the Art Institute of Washington: Best in the show 2009, 1st place fine art category 2008, 2nd place fine art category 2007

Championnat de France du Dessert 2000, 3rd place in the National Final of the High school category