

Mark Spindler

Visual Effects Artist

www.mark-spindler.com
info@mark-spindler.com

About me

I am a Visual Effects Supervisor at Pixomondo in Frankfurt, Germany. I started working there as a Compositor right after finishing my Master of Arts in Media Production in 2012, and became Lead Compositor and Compositing Supervisor during the following years before being promoted to my current position.

At Pixomondo I had the opportunity to work on many feature films as well as TV shows like Game of Thrones, for which I received two VES Award nominations. In addition to my experience in post production I have worked as On-set VFX Supervisor for several German projects.

Work experience

since August 2019

Visual Effects Supervisor/Head of Compositing
Pixomondo – Frankfurt, Germany

- Some of the projects I worked on:
- Tom Clancy's Without Remorse
 - The Mandalorian (Season 1)
 - Raised by Wolves (Season 1)

September 2017 – July 2019

Compositing Supervisor/Head of Compositing
Pixomondo – Frankfurt, Germany

- Some of the projects I worked on:
- Game of Thrones (Season 8)
 - Midway
 - The Girl in the Spider's Web

October 2015 – August 2017

Lead Compositor
Pixomondo – Frankfurt, Germany

- Some of the projects I worked on:
- Game of Thrones (Seasons 6 & 7)
 - Justice League
 - xXx: Return of Xander Cage

October 2012 – September 2015

Compositor
Pixomondo – Frankfurt, Germany

- Some of the projects I worked on:
- Game of Thrones (Seasons 3-5)
 - Star Trek Into Darkness
 - The Physician
 - Bridge of Spies
 - After Earth

Education

03/2011 – 08/2012

Master of Arts, "Media Production"
Hochschule Ostwestfalen-Lippe – Lemgo, Germany
Major field of study:
Visual Production – Animation, Compositing

09/2010 – 01/2011

Master of Science, "Medialogy"
Aalborg University – Esbjerg, Denmark
Semester abroad during the Master in Lemgo

09/2007 – 08/2010

Bachelor of Arts, "Media Production"
Hochschule Ostwestfalen-Lippe – Lemgo, Germany

Accolades

14th VES Awards 2016

Outstanding Compositing in a Photoreal Episode
Nomination for "Game of Thrones; Drogon Lair"

13th VES Awards 2015

Outstanding Performance of an Animated Character in a Commercial, Broadcast Program, or Video Game
Nomination for "Game of Thrones; Drogon"

Software skills

2D

Nuke
Photoshop
After Effects
Mocha

3D

3ds Max
Blender
Maya

Programming

Python
C++

Other

RV
Shotgrid