

# Curriculum vitae

Name Paschá Kulijew  
Mailing address Am Bücherhof 2  
42799 Leichlingen  
Date of birth 19.06.1984  
Place of birth Baku, Azerbaijan  
Nationality Azerbaijanian

## College education

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till 07/97 **High school attendance in Azerbaijan, Baku**  
08/98 – 06/03 **Landrat-Lucas-Gymnasium, Leverkusen, Germany**  
*Diploma from German secondary school qualifying for university admission / matriculation*

## Academic studies

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07/04 – 02/05 **Communications design**  
University of applied science Düsseldorf, Georg-Glock-Str. 15, 40474 Düsseldorf, Germany  
09/05 – 02/09 **Media production technology**  
University of applied science Köln, Betzdorfer Str. 2, 50679 Köln, Germany  
Bachelor of Engineering (B.Eng.)  
**Thesis:**  
*High Dynamic Range Imaging for Computer Generated Imagery applications - a comparison of acquisition techniques*

## Internship

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10/03 – 02/04 **PIRATES 'N PARADISE GmbH, Adersstraße 72, 40215 Düsseldorf, Germany**  
06/07 – 08/07 **bda-media, Oskar-Erbslöh-Str. 9a , 42799 Leichlingen, Germany**

## Professional life / working experience

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08/05 – 12/06 **Video production, Webdesign, 3D Artist**  
bda-media, Oskar-Erbslöh-Str. 9a , 42799 Leichlingen, Germany  
Primary field of work:  
- video production  
- DVD authoring  
- web design  
- industrial computer animation / visualisation  
03/09 – 08/09 **CGI Workshop**  
University of applied science Köln, Betzdorfer Str. 2, 50679 Köln, Germany  
*Freelance lecturer at University of applied science Köln. Computer graphic courses for upper division students.*

**08/08 – 03/09 3D artist**

809cgi, Kölnerstraße 17a, 40211 Düsseldorf,  
Germany

Primary field of work:

- concepts, modeling and texturing of 3D assets
- workflow / pipeline development
- technical coordination / project management
- freelance work

**04/09 – 01/11 CGI Engineering / 3D Artist**

Limelight Photography, Manibadreef 11, 3565 CH  
Utrecht, the Netherlands

Primary field of work:

- development of efficient workflows for virtual representation of fresh food / food packaging
- software development for virtual cityscape representation / photography integration
- fresh food / packaging visualization
- freelance work

**04/10 - 07/11 Series of articles "CGI for photographers"**

Klie Verlagsgesellschaft mbH, Postfach 1348,  
34333 Hann. Münden, Germany

*I was the author for a series of articles the topic of which was to explain the field of computer graphics to photographers. Topics covered:*

- basic concepts of CGI (computer generated images)
- possible interactions between a computer graphics artist and a photographer in order to achieve a common goal (by means of a multi-part workshop)
- presentation of solutions for an efficient CGI pipeline
- freelance work

**06/11 - 11/13 3D Artist**

LANG AG, Schlosserstraße 8, 51789 Lindlar,  
Germany

Primary field of work:

- web design / concepts for LANG AG
- concepts / development of corporate design compliant content (3D logo development, product packaging desing etc.)
- Realtime 3D content visualization ( software: VENTUZ)

**03/11 - 12/13 CGI Workshop / Virtual lighting techniques**

University of applied science Köln, Betzdorfer Str. 2,  
50679 Köln, Germany

*Freelance lecturer at University of applied science  
Köln. Computer graphic courses for upper division  
students.*

**11/11 - 07/13 3D Artist**

Vistapark GmbH (später: Generation Design)  
Bärenstraße 11-13, 42117 Wuppertal, Germany

Primary field of work:

- Modeling, Shading, Texturing Lighting, Rendering and Compositing of 3D assets
- virtual product photography
- architectural visualisation

**08/13 – present moment 3D- und Compositing Artist**

Bizerba Interactive GmbH  
Global Brand Communication  
Kaiserstraße 52, 42781 Haan, Germany

Primary field of work:

- 3D visualization of the BIZERBA product catalogue
- shading, Texturing, Lighting, Rendering und Compositing of virtual products for worldwide usage (magazines, trade fairs etc.)
- 3D animation (product portfolio / trade fairs / web) -
- responsible for project management , conception and development of diverse content for marketing purposes
- 3D printing (give-away articles etc.)
- workflow / pipeline development for 3D content / CAD-Data maintenance

## Activities and affiliations

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since 03/11 **University of applied science Köln**  
*supervision of Bachelor-Thesis as second examiner*

## Language skills

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**Russian**

native speaker

**German**

good negotiating skills

**English**

good negotiating skills

**Italian**

basic level (ongoing studies)

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A selection of my portfolio work can be seen at: <http://www.praeluceo.com/>  
Additional samples of commissioned work can be presented during an interview (including 3d animation samples).

My bachelor thesis

"High Dynamic Range Imaging for Computer Generated Imagery applications - a comparison of acquisition techniques"

can be viewed at <http://www.praeluceo.com/> within the "Publications" section.

Leichlingen, February the 17<sup>th</sup>, 2017