

# 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:
- 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

## Award nominations

14<sup>th</sup> VES Awards 2016

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

13<sup>th</sup> 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   
Shotgun