

# Frank Willeke

Software Engineer in 3D graphics and simulation



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## Personal details

<b>Name</b>	Frank Willeke
<b>Place of birth</b>	Braunschweig, Germany
<b>Marital status</b>	Not married, 1 daughter
<b>Nationality</b>	German

## Work experience

### Since March 2022

#### **Software Engineer, INSYDIUM LTD**

Advancing TerraformFX to new levels of awesomeness.

### June 2021 - March 2022

#### **Senior Software Developer, INSYDIUM LTD**

Advancing Terraform4D (now TerraformFX) to a new level of artist-friendliness, ease of use, and power.

### June 2020 - May 2021

#### **Lead Software Developer, Freelance**

Working on Terraform4D, a modular, layer-based terrain generation system for Cinema 4D.

### November 2016 - June 2020

#### **Senior software developer at Laubwerk GmbH**

Development of the latest incarnation of SurfaceSPREAD, special renderer connections, garden planning system for OBI, and in-house tools.

### April 2014 - May 2016

#### **Senior developer at Maxon Computer GmbH**

Development and conceptual design of future-proof new technologies, research & development

### April 2014 - May 2016

#### **Technical manager at Maxon Computer GmbH**

Feasibility studies, code reviews, source integrations, structures, and processes

**September 2012 - April 2014**

**Project manager at Maxon Computer GmbH**

Personal responsibility for six developers in the areas modeling, motion tracking, and workflow

**December 2009 - April 2014**

**Software developer at Maxon Computer GmbH**

Development in C++ OSX and Windows.  
Specialised in: Shader, video post effects, GUI, workflow

**2006 - December 2009**

**Freelance 3D artist**

Contracted 3D work e.g. for Priedemann Fassadenberatung (Großbeeren, Germany), Walter Wiese Architektur Consulting (Aachen, Germany), Tex Whitney Productions (Lilyfield, Australia), GE Transportation (General Electric, Chicago, USA), Polysius (Thyssen Krupp, Hamburg, Germany) und KI.KA / Mitteldeutscher Rundfunk (German children's television, Erfurt, Germany).

**2005 - December 2009**

**Freelancer for Mitteldeutscher Rundfunk  
(public broadcasting)**

3D artist: Animation, modeling, development of rigs and expressions for the children's TV channel KI.KA.

**2005 - December 2009**

**Freelance Software developer**

Plug-ins and scripts for Maxon Cinema 4D

**August 2003 - June 2008**

**CADENAS Solutions GmbH, Wolfsburg**

Project management, parametric CAD engineering, assembly scripting, and in-house development.

**July 2002 - July 2003**

**MediaWorld GmbH, Braunschweig**

Online and print media design, illustration

## Education

### 2008 - 2009

Studied Turkish language at Tömer (subsidiary of [Ankara Üniversitesi](#)), Izmir

### 2003 - 2008

Vocational training as IT systems businessman  
Final exams at IHK Braunschweig

### 2002

Community service at Paritätischer Hilfsdienst, Braunschweig,  
in the areas domestic services and food on wheels

### 2001

Graduation, intensified courses: English and music

### 1993 - 2001

High school: Gymnasium Ricarda-Huch-Schule, Braunschweig

### 1991 - 1993

Orientation stage: Orientierungsstufe Bültenweg, Braunschweig

### 1987 - 1991

Primary school: Grundschule Heinrichstraße, Braunschweig

## Linguistic proficiency

<b>German:</b>	Native
<b>English:</b>	Business fluent
<b>Turkish:</b>	Advanced