



## CONTACT

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## PORTFOLIO

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## EDUCATION

### MASTERS IN ARCHITECTURE

University of Applied Sciences,  
Stuttgart, Germany

## LANGUAGES

### GERMAN

Mother tongue

### ENGLISH

Fluent, oral and written

### ITALIAN

Fluent, oral and written

# DIRK MEISTER

Advertising & Film Industry

Innovative and **results-driven leader** with a track record of success in the **film and media production** industry.

Comfortable in challenging positions that utilize my **creative vision, strategic mindset, and exceptional leadership skills** to produce high-quality, impactful media and live-content while driving business growth.

Extended experience in Europe and the Middle East.

Fluent in **English, German, and Italian.**

## PROFESSIONAL EXPERIENCE

### Resolution Films, Doha, Qatar

**Head of Film** 2020-2023

Management of Qatar's premier creative film production house, leading a highly skilled team of creatives, directors, and producers.

- Led the creative development and execution of a wide range of long and short-form projects, such as TV commercials, documentaries, social media content, and digital campaigns for established brands like **Porsche, FIFA, Ooredoo, Vodafone, Chevrolet, QNB, Netflix, Discovery Channel** and many more.
- Managed complex operations, fostering collaboration and seamless workflows.
- Balanced artistic vision with financial considerations to produce captivating content. Budgeting, strategic and operational planning, scheduling, and logistics.
- Pivotal role in business development, client relationship management, and stakeholder engagement.
- Oversaw post-production activities, ensuring high-quality editing, sound design, and visual effects, and final delivery for broadcast and digital platforms.
- Led the development of commercials, promos, and events for the 2022 World Cup in Qatar, collaborating closely with FIFA.

### DMVD, Lugano, Switzerland

**Executive Producer / Creative Director** 2012 - 2020

Management of a highly successful company specializing in advertising, social media campaigns, and grand scale events, between Europe and the Middle East.

- Led the production of TV commercials, digital content and live- and TV-shows for a diverse portfolio of clients, including global brands such as **Al Jazeera, SBA, Allianz, Accor, Bosch, Unilever, Ferrero, McDonad's**, and many more, consistently exceeding client expectations and delivering exceptional results.
- Developed and executed creative and storytelling strategies, ensuring the alignment of client objectives and target audience to produce engaging and effective films.
- Spearheaded the post-production for various high budget feature films.
- Managed all aspects of production, including budgeting, resource allocation, scheduling, and logistics, ensuring seamless execution and on-time delivery.
- Coordination of international teams to provide comprehensive solutions to clients in the European, Middle Eastern, and Asian markets.

### Kompost, Zürich, Switzerland

**VFX Supervisor** 2011-2012

Visual Effects Supervisor and Co-Director for one of the leading Swiss creative agencies and post-production companies.

- Streamlined organizational processes, optimizing team communication. Introduction of project management tools.
- Supervised production activities, including storyboarding, shooting board creation, and shot development.
- Supervised important international projects for clients like Swarovski and Plan.

## EXPERTISE

Management

Creative concept development

Planning

Client relations

Goal attainment

Team leadership

Budgeting/resource allocation

Project management

Film production

Visual effects

Staff development

Production coordination/logistics

Post-production oversight

Quality assurance

## PROFESSIONAL EXPERIENCE CONTINUED

D-Facto Motion/Bavaria Film, Munich, Germany/Trollhättan, Sweden  
**VFX Supervisor (On-Set)** 2011

VFX Set-Supervisor for the feature film "Nils Holgersson," overseeing shooting in the Swedish woods and studio.

Bloompix, Milano, Italy  
**Chief Strategy Officer, Creative Lead** 2009-2011

Helped to develop and build the start-up post-production company playing a crucial role in its establishment and development.

- Provided strategic plans for positioning and market penetration.
- Headhunted talented individuals for the internal team and freelancers.
- Directed creative development, motion design, and VFX supervision, contributing to the success of Italian motion pictures and TV commercials.
- Pushed the development of the company that ultimately led to the acquisition by a big media group.

Gruppo Anteprima, Milano, Italy  
**Head of Post Production** 2006-2009

Anteprima Group was one of the largest advertising-related post-production facilities in Italy. Initially joined as a compositing artist (Autodesk Inferno & Flame), quickly promoted to Head of Post Production in 2007.

- Oversaw the whole process from PPM to on-set supervising to VFX and post.
- Strong focus on meeting creative and commercial goals while ensuring strict adherence to project timelines and delivery dates.
- Fostered continuous collaboration with clients, advertising agencies, and production companies. Time planning, budgeting, recruiting.
- Creative supervision for TV commercials and visual identities, including concept development, oversight of storyboard artists, and coordination of compositing and 3D teams.
- Initiated the establishment of an R&D department.

Spot-Break (Supernormal Studio) Agency, Milano, Italy  
**Founding Partner, Creative Director** 2001-2006

Founder and Partner, handled all significant clients and contributed to the successful completion of projects across the digital and analogue pipelines.

- Digital interface design and booth execution for Italian exhibitions.
- Engaged in industrial design projects, including the limited version design of the Citroen Berlingo for Fiorucci.
- Development of advertising campaigns for local and international clients.
- Creative concepts development across various channels.
- 3D visualization and event planning, as well as research projects focused on innovative interactive user interfaces.

## TEACHING

University of East London, department of Architecture and Visual Arts,  
London, UK

Lecturer. Maya and 3d teacher. Programming applications for design development

# SOFTWARE SKILLS

## EXPERT KNOWLEDGE

- Monday.com
- Shotgun studio
- Smartsheet
- Microsoft Office
- Autodesk Flame
- Autodesk Maya
- Adobe Premiere Pro
- Adobe After Effects
- Adobe Photoshop
- Adobe Illustrator
- DaVinci Resolve

## GOOD KNOWLEDGE

- Nuke
- Real flow
- Autodesk Lustre
- Dreamweaver (HTML and CSS)
- Some c# programming

# PERSONAL PROJECTS

## Creation of a temporary Fashion brand, Milano, Italy

The "Human Seed" brand originated as a creative concept and has successfully launched two collections that have been sold.

## Fashion Photography, Milano, Italy

Freelance for Model Agencies.  
First assistant of fashion photographer Todd Tyler, later conducting my own shootings for composites and book building on medium format cameras. Location scouting, work with make-up artists, hair stylists and wardrobe stylists.

## Programmer in Turbo Pascal and C#, Milano, Italy

During the studies of architecture, updating and code generation for extensive sport betting analysis and probability program. More than 18.000 lines of code generated.