

Goesta Struve-Dencher
Visual Art and Theatre

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Curriculum Vitae

born 4 August 1967, Eutin, Germany.
citizenship: Canadian, with German residency permit.

Qualifications

Employment History

- 2009- Visual & Theatre Artist, Berlin.
- 2006-09 Visual Artist, Germany & Venice, Italy.
- 2003-04 Lecturer, Assistant Director & Teaching Assistant; Dept. of Drama, University of Alberta, Edmonton, Canada.
- 2000-01 Assistant Designer (Theatre, TV, Museums, Events); Mario-Scéno, Montréal, Canada.
- 1998-99 Part-time Faculty (Computer Animation); Department of Cinema, Concordia University, Montréal.
- 1996-98 Owner, Art Director; M.O. Visual Effects (Digital Animation for film & TV), Vancouver, Canada.
- 1995-96 Animator and Digital Effects Designer; ISpace Graphic Industries, Vancouver.
- 1994-95 Animator, Researcher, Instructor; Computer Science Faculty, University of British Columbia, Vancouver.
- 1993-97 Part-time Faculty (Computer Animation and Concepts of Motion); Emily Carr Institute of Art & Design, Vancouver.
- 1992-93 Art Director, Senior Animator; Telepost Film & Video, Vancouver.
- 1992-96 Owner, Consultant; Platypus New Media Arts, Vancouver.
- 1990-91 Executive Producer; Flying Lizards Animation Co. (Ltd.), Victoria, Canada.
- 1988-90 Partner (with Barrie A. McLean), Graphic Artist & Animator; Pixelart Graphic Systems Ltd., Victoria.

Post-Secondary Studies

- 2002-05 MFA in Drama (Directing), University of Alberta, Edmonton.
- 2001-02 Graduate studies in Directing for Drama, University of California, Irvine, CA, USA.
- 2000 Design Internship - Studio of Mario Bouchard, Montréal, Canada.
- 1998-2001 Bachelor of Arts, Major in Theatre (Design, Acting, Directing) - Concordia University, Montréal.
- 1987-09 Undergraduate (Film Theory, Sculpture, English Literature, Art History), Faculty of Fine Arts, University of Victoria, Canada.
- 1986-07 Undergraduate (Film Animation, Liberal Arts, Life Drawing), Faculty of Liberal Arts, Harvard University, Cambridge, Mass., USA.
- 1986 Drawing, studio of Dago Kleeman, Kiel, Germany.

Theatre Credits (selected)

- 2009 Assistant to the Director, *Action* by Nir de Volff/Total Brutal; Neue Synagoge, Berlin.
- 2004 Director/Dramaturg, *Dialogue & Rebuttal* by Gao Xingjian; Timms Centre for the Arts, Edmonton.
- 2003 Director/Dramaturg/Translator, *Faust I & II* by J.W. v. Goethe; Media Room, U of Alberta, Edmonton.
Director, *Boston Marriage* by David Mamet; Media Room, U of Alberta, Edmonton.
- 2002 Director, *The Baddest of Boys* by Doug Holsclaw; Studio Theatre, U of California, Irvine, CA.
- 2001 Theatre Award, Concordia University Dept. of Theatre. 2001.
Director, *Wit* by M. Edson; Cazalet Theatre, Concordia U, Montréal.
Stage Director, *The Reformed Drunkard*, operetta by C. Gluck, Oscar Peterson Hall, Montréal.
- 2000 Costume Designer, *Faith Hope & Charity* by O. von Horvath, dir. by Joel Miller; D.B. Clarke Theatre, Montréal.
- 1999 Set & Props Designer, *Vinegar Tom* by Caryl Churchill, dir. by Lise Anne Johnson; D.B. Clarke Theatre, Montréal.
- 1994 Set Designer, *West Side Story*; McPherson Playhouse, Victoria.

Design/Animation Credits & Awards (selected)

- 2000 Assistant Designer & Digital Modeller, *L'Écuyer*; variety show, CBC TV, Canada, for Mario-Scéno, Montréal.
Assistant Designer, *Les Amuseurs*; museum exhibit, Musée Juste Pour Rire; for Mario-Scéno, Montréal.

- 1998 On-set CG design, *Seven Days* (TV series).
- 1997 Art Director/Animator/Composer, title sequence for *Drive, She Said*; feature film (dir. Mina Shum). Finalist, Graphex '97 design competition.
- 1996 On-set CG designer, *Viper* (TV series). Digital FX & compositing, *Downdraft* (feature film, dir. Michael Mazo).
- 1995 On-set CG design, *Poltergeist: the Legacy*.
Works with Dr. David Forsey at UBC on implementation of *Dragon Modeller*, which is later ported to animation system at Digital Domain, CA. Digital Animation/FX, *Good Things Too* (National Film Board of Canada, dir. Liz Scully), which received the Silver Award, Social and Economic Issues Category, Houston International Film Festival 1996.
- 1993 *Adbusters Magazine* Cover Design reproduced in *Wired* magazine.
- 1992 President, *Vancouver Society of Independent Animators*.
Take-Off wins Medea Award (Japan) for innovative art direction (co-credit), Awards of Excellence from Children's Broadcast Institute, 2 Gemini nominations for series.
Digital artwork featured in Softimage "Expressions of Freedom" ad campaign (eg. CGW Sep. 1992) and at Siggraph '92. 1991: CG/Character Animation for children's TV series *Take-Off*.
- 1990 "Pterodactyl Fantasy" selected for *The Mind's Eye: A Computer Animation Anthology*. Runner-up, International Truevision Competition (category: art).

Additional skills

drawing & painting; art history; performance theory; acting; fluency in German; basic French; creative writing; motorcycle license; misc. computer and software proficiency, esp. graphics, illustration and animation; also sound, web-design and business software skills.

Letters of reference & portfolio available on request.