

CipSoft GmbH

Position: Graphic Artist

Since March 2012

Games: Tibia, TibiaME, Fiction Fighters

→ Concept Art, Pixel Sprites, 2D Animation

Contact Singapore Travel Scholarship

Visiting Singapore-based digital media companies in October 2010

Chimera Entertainment Munich

Internship

July 2010 - October 2010

Games: Warstory (Browsergame), Word Wizards (Puzzle Game)

→ Concept Art, 3D-graphics (modeling, texturing, FX), User Interface

House of Tales Entertainment Bremen

Internship

August 2008 - December 2008

Games: 15 Days (Adventure Game)

→ Concepts, 3D-graphics (modeling, texturing, lighting)

EXPERIENCE

Salzburg University of Applied Sciences

Course of Studies: Multi Media Art Master

2009 - 2012

Focus on Advanced Computeranimation & Games

Achieved Degree: Master of Arts

Accomplished Student Project: SIDELIVES [Action Game]

→ art direction, concept art & 3D-graphics, FX, lighting

Thesis Subject: Light Aesthetics in Games, was released in paperback

Head of Student's Union

Course of Studies: Multi Media Art Bachelor

2006 - 2009

Focus on Computeranimation & Games

Achieved Degree: Bachelor of Arts

→ 3D modeling, texturing, lighting, concept art, graphic design

Thesis Subject: Antagonists in Games

Messen & Workshops

Siggraph Asia Singapore 2012

International Art and Design Symposium London 2013

EDUCATION

Software & Media

Computer Graphics & Animation

Autodesk Maya, Autodesk Max, Adobe After Effects, ZBrush,

Unreal Development Kit, traditional frame animation

Art & Design

Adobe Photoshop, Corel Painter, Adobe InDesign,

Corel Paint Shop Pro, Watercolors, Markers, Acryl, Ink

Languages

English, German (fluent written & spoken)

French, Japanese (basics)

SKILLS