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WORK EXPERIENCE:

March 2009 - today

Freelance 2d artist for video game company **Ubisoft/Blue Byte**

- Responsible for creating textures that follow an established non realistic art-style for an unannounced project

January 2009 - March 2009

Freelance illustrator for video game company **Radon Labs**

- Responsible for creating promotional artwork for the game “Drakensang 2: am Fluß der Zeit”

September 2008 - November 2008

Freelance concept artist for video game company **Ubisoft/Blue Byte.**

- Responsible for providing concept art to help establish a non-realistic art style for an unannounced project.

April 2008 - October 2008

Freelance concept artist for video game company "**Exozet**" in Berlin.

- Responsible for concepting locations and characters for different games.

June 2007 - February 2008

Concept artist for the video game company **Electronic Arts (Bioware Corp.** in Edmonton, Canada.)

- Responsibilities included concepting various locations and characters and creating a stylized art style together with other artists for an unannounced game.

January 2007 - March 2007

Freelance animator for the short movie "Descendants"

- Responsible for some animations and texturing of the main characters.

November 2006 – December 2006

Freelance concept artist for the video game company **Human Head Studios**.

- Responsible for concepting environments for unannounced game.

November 2005 - November 2006

Full-time concept artist for the video game company **Digi-Guys** in London.

- Responsible for concepting various assets and environments for the game "War Devil"

April 2006 - June 2006

Freelance background artist for the spanish movie project "Nocturna" by **Filmmax Animation Studios**, Madrid.

- Responsible for creating backgrounds for the movie "Nocturna"

September 2005 - October 2005

Freelance matte painting artist for various tv productions done by **Quadriga FX**.

- Responsible for creating matte paintings for the german tv series "Pro Sieben Märchenstunde"

July 2004 - March 2005

Freelance illustrator for **Wondercraft Productions**.

- Responsible for creating the look and feel of the comic project „The Given“ and coloring the lineart done by Oppang (www.oppang.com)

December 2004

Quadriga FX – Elstal, Germany

Freelance matte painting artist.

- Responsible for creating matte paintings and mock-ups for tv documentary "Terra X"

December 2003 - June 2004

Freelance concept artist for the Spanish fantasy-film project, "The battle of Evermore".

- Responsible for concepting various costumes for the life-action movie "The battle of Evermore"

AWARDS:

8th Sichuan TV Festival 2006, 1st place “International Golden Panda” category: “Best Animated Short Film (3D)” for “The Orkbabies”.

11-20-2003, CG Talk Choice Award for the Movie Concept – "Caido"

11-09-2003, CG Talk Choice Award for the University Assignment - "Iraq"

PUBLICATIONS:

October 2006 "3D Total", featured artist in the October issue of the 3D total Magazine.

March 2005 "Digital Production", a German CG magazine: Featured article about the 3d Animated Short "The Orkbabies"

February 2004 "Creative Life", a German CG magazine: Featured article about the 2d Animated Short "Cognition"

EDUCATION:

September 2002 - September 2005 Studied at the „German Film School“ in Elstal (near Berlin) and graduated with the degree “Digital Artist”(equivalent master of arts)

July 2002 „Abitur“ at Jungmann-Gymnasium in Eckernförde (Germany)

SOFTWARE SKILLS:

3D software : Alias Maya, Deep Paint 3D, Softimage XSI, 3D Studio Max

2D software : Adobe Photoshop, Corel Painter, Illustrator

Compositing : Discreet Combustion, Apple Shake, Adobe After Effects

Editing : Adobe Premiere, Avid Xpress DV

LANGUAGES:

German – mother tongue

English

Latin – basic