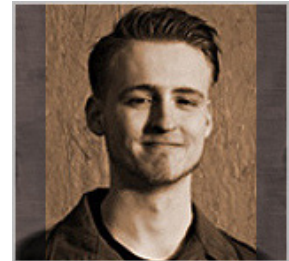


Personal informations:

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Projects:

04/2010 - 11/2011	"Star Trek II: The Beginning of the End" <i>modeling, texturing, rendering of scene content animation and postprocessing of film sequences</i>
08/2010 - 11/2011	3-DCT <i>modeling of upholstered furniture for Unity 3D</i>
04/2010 - 11/2011	Extraordinary Wonders LLC <i>modeling and texturing of game content</i>
10/2008 - 08/2009	"Arcania: Gothic 4" <i>modeling and texturing of game content</i>
04/2008 - 09/2008	"Corporate Conflict Mars" (P400), Games Academy <i>part of "Mollekühl" (freelance team for student projects) modeling and texturing of game content, rendering</i>
10/2007 - 03/2008	"Dawn of Bugs" (P300/P400), Games Academy <i>part of "Mollekühl" (freelance team for student projects) modeling and texturing of game content</i>

04/2007 - 09/2007 "Assecio" (P200 Projekt), Games Academy
*modeling and texturing of in-game characters
embedding into game engine*

10/2006 - 03/2007 "NuTron" (P100 Projekt), Games Academy
*modeling and texturing of vehicles
embedding into game engine*

Education:

10/2006 - 10/2008 Games Academy GmbH (Berlin)
*field of study 3D Art&Animation
degree: Game Artist (GA)*

08/1996 - 07/2005 Fritz-Greve-Gymnasium, Malchin
degree: Abitur (Grammar School)

Skills:

Software: 3ds Max, Maya, Zbrush, Mudbox, Photoshop, After Effects
Realflow

Technical: High/Low resolution modeling and texturing
Photo-realistic rendering
comprehension of human anatomy
feeling for color and composition

Languages: German (native)
English (fluent)

Awards: ZBrushCentral Top Row, The Best of Evermotion Award
3D-worXX Award, 3dtotal Golden Eye Award

Publications: CG Arena, Issue II 2010
Digital Production, Issue IV 2011