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Résumé

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Summary of Qualifications

Extensive education of almost 8 years in the visual 2D/ 3D design and art fields, intense use of scripting as well as a strong interest in software technology.

Cooperations with advertisement agencies as well as media companies during my education that involved not only developing but also educating and researching new content around multimedia projects. Well informed about new game and technology developments.

Technical Knowledge

- 3d: 3dsmax, CAT, Silo, UVlayout, Unreal Editor, Rhino.
- 2d: Photoshop, Flash, After Effects, InDesign, Illustrator, Dreamweaver, Acrobat, Flex, OpenCanvas, Painter.
- Other: Excellent internet searching skills, Office (Word, Excel, Access) education.
- Scripting: Maxscript (1.5 years), Actionscript (9 years), Processing.

Traditional Knowledge

Freehand Sketches, Illustrations and Concepts as well as Digital Painting. Understanding of Typography, Colors, Layout and Composition.

Education

- August 2000 – June 2001 School of „Economy Computing Science“, GBS Nordhorn
 - Introduction to programming using Pascal.
 - Courses with a focus on the Microsoft Office Suite including developing for Access and a 10 finger typing class.
- August 2001 – June 2004 Graphic/Design- Technical Assistant, Adolph Kolping School Münster
 - Education in the classic Print industry using Quark X press, Freehand and the Adobe Suite.
 - Frequent drawing and design exercises to school both general drawing and design understandings.
- August 2005 – July 2009 Bachelor of Multimedia and Virtual Reality Design, Burg Giebichenstein University of Art and Design Halle
 - Traditional training in many creative fields such as psychology, philosophy but also more practical courses such as human anatomy or color theory.
 - Many team projects over the years that involved taking over multiple parts at once for each student.
 - Strong focus on 3d software such as 3dsmax, digital compositing tools such as After Effects and interactive media such as Flash.

Creative Employment

- 2002 – August 2005 Media-Agentur Dedeke, Münster
Flash Designer/Developer
 - Development of interactive screen watches and panorama engines.
 - Received a „Macromedia Site Of The Day“ award for the work on www.oeding-erdel.de Website.
 - Screen designer for interactive projects.
- August 2006 – May 2007 Burg Giebichenstein University of Art and Design, Halle
Lecturer
 - Preparing courses and teaching other design students Actionscript programming using Flash.
- August 2007 – February 2008 Van Der Licht, Wiesbaden
3d Artist
 - Creating high quality renderings and digital compositings for Marriott Hotel inc.
 - Modeling, UV unwrapping, texturing and Rendering using Mental Ray.
- August 2007 – March 2009 Aromicon GmbH
Flash Developer
 - Development of a 3d widget in Flash to display wine taste inside the Browser.
- August 2008 – March 2009 Meso, Frankfurt
Flash Developer / 3D Artist / Texture Artist / Designer
 - Visual, game and technology research for a multi player online flash game.
 - Development of a 3d engine, pathfinder and event engine for the game.
 - Creating an editor and a 3dsmax maxscript pipeline for the 3d worlds of the game.
 - Creating tilesets using 3dsmax or Photoshop.
 - Creating textures for low poly geometry.