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## Personal Information

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<b>Resides:</b>	Dundee, Scotland
<b>Date of Birth:</b>	14th November 1975
<b>Nationality:</b>	German
<b>Languages:</b>	German, English
<b>Notice Period:</b>	1 month

## Recent Position

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<b>Recent Job Title:</b>	Senior UI Artist
<b>Current Salary:</b>	- on request -

## Summary

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- Successfully shipped AAA title
- 5 years of in depth game development experience working as UI Artist, Texture Artist, Concept Artist with a team of up to 200 people.
- A 1st class honours alumni of BSc in Interactive Systems and Game Design.
- Professional experience in software packages such as Photoshop, Illustrator, Painter, Flash, Maya, Tortoise SVN, Mantis, Perforce, Jira, Word, Outlook
- Strong organisation and interdisciplinary communication skills.

## Motivations

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- After studying in the USA and the UK I am aware that the gaming market is a growing industry that will continue growing in the next years. I am passionate and very excited about the opportunity to work for a game industry company.
- With a personal interest in digital art and user interface design I have a passion for creating virtual worlds in 2D and 3D.
- I am motivated to use my education and working market knowledge and share it within any team of developers to create an outstanding product.

## Career Details

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- Dec 09 – today**      **Realtime Worlds Ltd, Dundee, United Kingdom**  
Senior UI Artist
- Unreal Interface Editor
  - Concept & creation of essential in game iconography
  - UI mock-ups for design and production
  - Localization support
  - Company Representative at Gamescom 2010 in Germany
- Dec 07 – Sept 09**      **GPI AG, Baar, Switzerland**  
Lead Concept Artist
- Management of concept team members
  - Revision of conceptual work
  - GUI and menu screen concepts
  - GUI and menu textures
  - Analysis of game design issues
  - Storyboards for process and presentation
  - Styleguides
- Dec 01 – now**      **Freelancer, various clients**  
Web designer
- Low poly 3D models for papervision
  - Flash screen content for programmers
  - Layouts for CMS websites
- Dec 06 – Dec 07**      **3C GmbH & Co KG, Cologne, Germany**  
Texture Artist, Concept Artist
- Object textures
  - Character customization concepts
  - GUI and menu screen concepts
  - Environment moods
  - Styleguides
- Sept 05 – Dec 06**      **Interactive Tribe GmbH, Cologne, Germany**  
Media Designer
- Digital Media Design
  - Ad games design & development
  - CMS (Typo3) design
  - Flash application development and design
  - Web design

**Aug 99 – Jun 01      Pulp-fx GbR Event and Advertising Agency, Bochum, Germany**  
Self employed

- Management of music events
- Project management
- Web design

## Education

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**Sept 03 – June 05      University of Bradford, United Kingdom**

Bachelor of Science in Interactive Systems & Video Game Design  
(1st class honours)

- Video Game Design Principles
- Computer Animation (Maya)
- Introduction to Artificial Intelligence for Games (c#)
- Distributed Virtual Reality Environment Development
- Games Programming Basics (C++, DirectX 8)
- Interactions and Innovations (Flash)

**June 05      Ernest Adams Game Design Award Finalist**

**Sept 01 – July 03      Macromedia Academy, Cologne, Germany**

- Digital media design
- 3D modelling
- 3D animation
- Media communication
- Internet and media production

**April 03      [1st Macromedia Academy Innovations Award 2003](#)**

**Mai. 98 – Okt. 98      J. Poser Advertising Agency, Bochum, Germany**  
Internship

**Nov. 96 – Nov. 97      Arbeiter-Samariter-Bund, Hamburg, Germany**  
Civil service

**Sept 86 – June 96      Gesamtschule Wulfen, Dorsten, Germany**  
Abitur (= University-entrance diploma)

**Sept 93 – June 94      North Allegheny Senior Highschool, Pittsburgh, PA, USA**  
Student exchange