

# CV

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**Date of Birth** 22.04.84  
**City of Birth** Leipzig  
**Nationality** German  
**Family status** Single

## Work Experience

09.2006 – 07.2009 **Ascaron/Studio2** (Aachen, Germany)

- 3D Environment Artist
- Projects: Sacred 2 & Sacred 2 Addon (<http://www.sacred2.de>)
- Creating models, textures and animation (environment art, props, weapons and npc equipment)
- Creating scripts to improve the work flow (MaxScript, PHP)
- Creating Effects (Spawn- & Death effects)
- Directed Motion Capture Recording for Sacred 2 in Sweden
- Working closely with internal / external departments to meet milestones
- Approving and modifying graphic assets

## Education

10.2004 – 10.2006 **Games Academy** (Study)

- Course: "Art & Animation" (Berlin)
- Responsible for the submission of the Games Academy Projects at national and international competitions (IGF, Imagina, Animago, Ars Electronica, ...)
- Programming & Design of the IGDA Berlin Website (<http://www.igda.org/berlin>)
- Assistent at Games Convention Developer Conference (GCDC, Leipzig)

08.2003 – 07.2004 **College**

- Technical diploma (Leipzig)

09.2000 – 06.2003 **Telekom** (Apprenticeship)

- IT Specialist (Leipzig)

1994 – 2000 **Grammar School**

- Name: Geschwister-Scholl-Schule (Leipzig)

## Additional

Languages German (first language), English  
Programs 3Ds Max, Maya, zBrush, Photoshop  
Script-Languages MaxScript, MEL, PHP