

Personal Data

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Birthplace: Brunico (Italy)
Birthday: 09/12/1993

Curriculum Vitae

3D-Artist



Profile

Whatever I do, I do it with passion and motivation and I always try to get the best out of myself.

Education

2013-present	University of Applied Sciences Upper Austria, Media Technology and Design, Hagenberg
2008 - 2013	A Levels (88/100 Points) Grammar School (Focus Sciences), Merano

Internships

02.2016 - 08.2016	3D Art Internship at KING Art Games
September 2014	Zeppelin Group (internet marketing)

Language skills

German	Mother tongue
English	Fluent in speaking and writing
Italian	Fluent in speaking and writing

Interests

Making music, drawing, modelling, working on own small projects

driving licence B

Technical skills

Blender	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
Maya	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
zBrush	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
Photoshop	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Illustrator	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
In Design	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
After Effects	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Substance Suite	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Javascript/jQuery (good)
HTML/Css(very good)
Java (basics)
C++ (basics)

Main Projects

Bollwerk (Game) Teamsize: 5	Bollwerk is a coop tower defense/strategy game made for the Fun4Four gaming table for 2-4 players within the scope of our semester project in the 3rd semester. Areas of responsibility: Game-, UI-, sound design, balancing, environment-, character creation and texturing.
Pakan (CG Movie) Teamsize: 8	Pakan is a five-minute-long animation movie about a young man who leaves his village to save the future of his tribe. Areas of responsibility: Character design, modelling, texturing, story development and much more.