

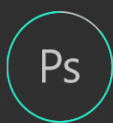
01

EDUCATION

- 2023 - today **UBISOFT MAINZ**, Mainz
> Lead Artist on unannounced Project
- 2019 - 2023 **UBISOFT MAINZ**, Mainz
> Lead Artist on Anno 1800
> Lead Artist on Anno 1800 Console Version
- 2016 - 2019 **UBISOFT MAINZ**, Mainz
> 3D Artist on Anno 1800: Asset Creation, Modeling, Texturing, Animations
- 2016 - 2018 **UBISOFT MAINZ**, Mainz
> Junior 3D Artist on Anno 2205: Asset Creation, Modeling, Texturing, Animations
- 2015 **UBISOFT MAINZ**, Mainz
> Internship Semester
> Bachelor Thesis on the topic "Research on developing new methods and techniques for asset creation"
- 2011 - 2015 **UNIVERSITY OF APPLIED SCIENCE**, Kaiserslautern
> University Course Virtual Design
> Student assistant EDP systems and research assistant
Bachelor of Arts, Final Grade 1,5
- 2010 - 2011 **PREPARATION FOR STUDYING**
- 2008 - 2010 **UNIVERSITY OF APPLIED SCIENCE**, Zweibrücken
> Media informatics studies
- 2007 - 2008 **ARCHITECTURAL OFFICE ANKEN & SCHEIDER**, Neunkirchen
> University of applied sciences entrance qualification, practical part
- 1997 - 2006 **GYMNASIUM OTTWEILER**, Ottweiler
> University of applied sciences entrance qualification, theoretical part

02

EXPERTISE



Photoshop



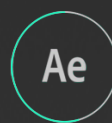
3ds Max



ZBrush



Substance Painter



After Effects



VRay



Unity 3D



Marvelous Designer



Substance Designer

03

SKILLS

Lighting & Shading
PBR Shading
Rigging & Animation
Modeling
Texturing
Rendering
Compositing
Leadership
Project Planning
Recruiting
Working with Outsourcing Partners

04

LANGUAGES

German (Native speaker)
English B2

05

CONTACT

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