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➔ graphic design>animation>visualisation

TEACHING

ILLUSKILLS
www.illuskills.com
Painter for Illustration
3D Character Animation mit Maya
seit 2010

VHS KinderCOMPUTERkurs
flipbook, making a short animation film
2009/2010

SAE Wien www.sae.at
QATM
Photoshop for Games
2007 - 2010

SAE Wien www.sae.at
QATM
Illustrator
2007

SAE Wien www.sae.at
QATM
live drawing
2007

Wien
privat window XP
teaching for beginner
2007

PROGRAMMES

Operating System Window XP and 7
familiar with MAC

Photoshop
Painter
3D Max
Maya
After Effect
Illustrator
Flash
Premiere
InDesign

LANGUAGES

Nationality: Danish and Swiss

Danish
fluent
Swissgerman
fluent
French
fluent
German
fluent
English
good



Professional experience

E.Dorner current
[Illustration for Schoolbooks]

> **Illustratorin**
Character Design, Illustration

Trine Laier 2012
[Game Documentary]

> **Technical Director, Animator**
Layout, animation, modeling
Making Maya, 3DUnity and Photoshop to work together and keep Programmers and Director happy

Socialspiel 2010/2011
[Flash Game, Vienna]

> **Flash Animator for PUSH, grafik Design for Tight Line Fishing**
Charakter Animation grafik design for award winning game

Cine Cartoon 2009
[TV Movie, Austria Slovenia]

> **Technical Artist**
Quality Controlling
Postproduction

Greentube 2007/2008
[Werbefbanner, Newsletter Grafik]

> **2DArtist**
projekt| Flashanimationen for Banner
www.greentube.at

2D illustration und animation mit Flash

RABCAT 2006
[GAMEGRAPHIC OUTSOURCING COMPANY, VIENNA]

> **3D SENIOR ARTIST**
Rabcat www.rabcat.com
projekt| diverent works | GBA, PC, XBOX 360

3D modeling, textur

THE DANISH FILMSCHOOL 2006
[ANIMATIONFILM, KOPENHAGEN]

> **3D LEAD ARTIST**
Director: Mette Skov
projekt| "Tidsvandet"
winner of Audience Award at Festival do Rio

3D modelling and textur

SEK-OST 2004/5
[GAMEDEVELOPMENT, BERLIN]

> **3D ARTIST**
www.sek-ost.de
projekt| "ParaWorld", Publisher Sunflower,

3D modelling, textur, LOD, Billboards, for strategie computergame

other projects :

Virtual Copenhagen, 3D Artist
eBay EURO2008, 3D Artist
Rosa Lila Villa, Graphic Artist
Architects no.45, 3D Artist
Movie "Princess", Effect Artist
worked as a 3D artist on award winning animations.



education

2009/2010
ANIMATIONMENTOR
[:3D CHARACTER ANIMATION]

> **Advanced Studies in Character Animation**

>> **Diploma in Character Animation**

2000 / 2003
DANMARKSDESIGNSKOLE
[:INSTITUTE FOR DIGITAL DESIGN & GRAPHIC DESIGN]

> **GAME DESIGN, CONCEPTION, 3D**

>> **MASTER DEGREE**

1997 / 2000
DANMARKSDESIGNSKOLE
[:INSTITUTE FOR SPATIAL DESIGN & FURNITURE DESIGN]

> **INTERIOR DESIGN, FURNITURE**

>> **BACHELOR DEGREE**

1996 / 1997
BASELSCHOOLOFDESIGN
[:INSTITUTE FOR ART BASIC DESIGN & SPATIAL DESIGN]

> **COLOR, FORM, MATERIAL**

>> **BASIC ART TRAINING**



exchange

UNIVERSITY ZURICH
filmscience and art
2002



extratraining

IT-UNIVERISITY COPENHAGEN
3D MAX Training
2003

IT-KOMPETENCE COPENHAGEN
Flash Training
2005 - 2006

TECHNICAL UNIVERSITY VIENNA
Game Design Workshop
2007