

Work Experience | Design Industry | Fulltime

- | **Abinitio Design, Tokyo, Japan, July 2007- February 2008** *Designer*
Responsible for co-managing design productions for small, medium and corporate clients, DTP and print design.
- | **Savannah College of Art and Design, Savannah, GA, USA January 2007 – March 2007** *Teaching Internship*
Assisting in teaching the Animation I (2d Animation) class to sophomore and junior college students. Supervision by Animation Professor Phil Young. Topics I covered: Cinematography, Anatomy, Character and Environment Concept Design for Animation, Motion and Layout, 3D Animation in 2D Animation. I also provided in and out of class critiques and help sessions.
- | **Gulfstream, Savannah, GA, USA Summer 2004 – Winter 2005** *Interactive Designer*
Responsible for designing and building a 3d interactive airplane interior for the marketing/sales department.
- | **The Idea Foundry, Vancouver, Canada Fall 2002 – Fall 2003** *Texture Artist*
Texturing and UV Mapping models for the unpublished game *IDentity*.
- | **Lionhead Studios, Guildford, England Fall 1999** *Game Design Internship*
Assisting in the design for the mouse interaction system that allows casting spells and navigating the world of the game *Black & White* as well as testing the game in network play.

Work Experience | Design Industry | Contractor

- | **monoe モノエ Contemporary Fine Arts Ceramic, Tokyo, Japan, November 2007 – now** *Designer*
Designing of PR Materials such as posters, direct mail etc.
- | **ELS Light + Sound, Zurich, Switzerland Summer 2007** *Graphic Design*
Design a 4 page Promotional Booklet to represent ELS products and services.
- | **NovodeX, Zurich, Switzerland Fall 2001** *Texture and 3D Artist*
Building environment models and props for use in the *NovodeX* Physics Engine.
- | **Interplay Summer 1999 – Summer 2001** *Texture and 3D Artist*
Responsible for rebuilding models, textures and levels for the Play Station 2 release of the game *Giants: Citizen Kabuto*.
- | **Cubicle Arts Summer 1998 – Summer 2002** *Texture and 3D Artist*
Creating textures and low poly objects for various clients. Cubicle Arts is an art asset contractor for video game companies creating models and textures.

Work Experience | Others

- | **Swiss Armed Forces, Switzerland Fall 2001 – Summer 2002** *Infantry Corporal*
Squad Leader in the Mobile and Territorial Infantry Regiment responsible for soldier training in particular for embassy security missions in Bern as well as assistant supervisor of new tactics and training procedures in the Territorial Infantry Regiment 310.
- | **Savannah College of Art and Design, Savannah, GA, USA Summer 2005 – April 2007** *Assistant Manager*
Checking in and out of film, game, sound design and animation equipment to students and faculty in the School of Film and Digital Media as well as supervising workstudy students and daily routines. (*Work Study*)

Education

- | **Master of Fine Arts in Sequential Art (August 2007)**
Savannah College of Art and Design
Artistic Honors Fellowship
- | **Bachelor of Fine Arts in Interactive Design and Game Development (November 2005)**
Savannah College of Art and Design
Minor: Art History

Activities

- | **Founder and Coordinator** *Switzerland Chapter International Game Developers Association (IGDA), 2002 – 2005.*
- | **Committee Member** *IGDA Scholarship Program for Game Developers Conference Europe, 2005.*
- | **Technical Lead** *Student Project Game Submission for the Independent Game Festival 2005.*
- | **Environment Artist/Animator** *Designing and animating 2d background plates for the Student Senior Project "Power of Future Past".*
- | **Co-Founder** *PR officer SCAD Interactive and Game Design Club Thirteen-Thirty-Seven, 2004-2005.*
- | **SCAD Tutor** *Photoshop, 3ds Max, Game Design, Concept Design.*
- | **Speaker** *Presentations on Developing Multi-User Games and Normal-mapping, SCAD, 2004.*
- | **Student Representative** *of the SCAD ITGM department at SIGGRAPH 2004.*
- | **Student Representative** *of the SCAD ITGM department in the SCAD 2004/2005 Course Catalog.*
- | **Lecturer** *Invited by SCAD Industrial Design Professor Gamboa to give guest lectures on Idea Creation Process and quick Concept Marker Renderings. SCAD, Spring 2007.*

Languages

- | German (Native S-5)
- | English (Native S-5)
- | French (Professional S-3)
- | Japanese (Elementary S-1)

Technical Skills

- | 3ds Max
- | Illustrator
- | Photoshop
- | InDesign
- | Painter
- | Dreamweaver

Design Skills

- | Game Design
- | Transportation Concept Design
- | Environment Concept Design
- | Illustration
- | Virtual Interactive Environments
- | Storyboards
- | Graphic Design