



CURRICULUM VITAE

DATE OF BIRTH:

SEPTEMBER, 25TH, 1981

PLACE OF BIRTH:

VIENNA

CITIZENSHIP:

AUSTRIA

EDUCATION:

- 11/2002 TO 01/2005: STUDIES OF DIGITAL FILM ARTS AT THE SAE-INSTITUTE VIENNA; FINISHED WITH BACHELOR OF ARTS (HONOURS) DEGREE; DEGREE DISSERTATION: "EFFICIENT USE OF HAIR-SIMULATION-SYSTEMS WITHIN 3D ANIMATION APPLICATIONS";
- 10/2000 TO 10/2002: STUDIES OF COMPUTER SCIENCE AT THE TECHNICAL UNIVERSITY OF VIENNA; ACHIEVED 5 MCP CERTIFICATIONS WITHIN THE MCSE WINDOWS 2000 CERTIFICATION PROCESS;
- 09/1992 TO 06/2000: AHS MAROLTINGERGASSE, VIENNA; SIMILAR TO SECONDARY GRAMMAR SCHOOL; ADDITIONAL SUBJECTS: LATIN, FRENCH AND COMPUTER SCIENCE; FINISHED COMPARABLE TO 5 A-LEVELS; WROTE A DISSERTATION ABOUT "3D GRAPHICS AND ANIMATION PROGRAMMING FOR PC-GAMES";
- 09/1988 TO 06/1992: PRIMARY SCHOOL, VOLKSSCHULE HERBSTSTRASSE, VIENNA;

EMPLOYMENT:

- SINCE 03/2009: WORKING FOR THE COMPANY NOHO LTD., DUBLIN, AS HEAD OF 3D FOCUSING ON A BROAD RANGE OF POST PRODUCTION AREAS, INCLUDING ADVERTISEMENTS, SHORT FILMS, HISTORICAL VISUALISATIONS, EXHIBITION CONTENT CREATION AND ARCHITECTURAL VISUALISATIONS.
- 10/2007 TO 03/2009: EMPLOYED AT THE FARM MEDIA GROUP LTD., DUBLIN, AS 3D-ARTIST FOCUSING ON A BROAD RANGE OF POST PRODUCTION AREAS, INCLUDING ADVERTISEMENTS, ARCHITECTURAL VISUALISATIONS, HISTORICAL VISUALISATIONS, SHORT FILMS AND EXHIBITION CONTENT CREATION.
- 10/2005 TO 10/2007: EMPLOYED AT THE COMPANY K-EFFECTS AS A 3D-ARTIST, MAINLY FOCUSED ON COMMERCIALS;
- 01/2005 TO 10/2005: WORKING AS A FREELANCER IN DIFFERENT 3D-AREAS (EDUCATIONAL MOVIES, VISUALISATION, PRESENTATIONS, ...);
- 01/2003 TO 01/2005: EMPLOYED AT COMPANY T-SYSTEMS, VIENNA, FOR A WIDE RANGE OF HARDWARE/SOFTWARE ASPECTS, INCLUDING ROLLOUT, INSTALLATION AND MAINTENANCE FOR PRIVATE COMPANIES;
- 09/2000 TO 12/2002: WORKING FOR THE COMPANY I-TEC, VIENNA, FOR A WIDE RANGE OF HARDWARE/SOFTWARE ASPECTS, INCLUDING ROLLOUT, INSTALLATION AND MAINTENANCE FOR GOVERNMENT FACILITIES;

SKILLS:

VERY GOOD KNOWLEDGE AND EXPERIENCE IN THE AREA OF COMPUTER GENERATED IMAGES, INCLUDING 3D-MODELLING, TEXTURING, ANIMATION AND RENDERING, BOTH TECHNICALLY AND ARTISTICALLY; VERY GOOD COMPOSITING AND IMAGE EDITING KNOWLEDGE; PROFICIENT KNOWLEDGE OF 3D TRACKING; SOFTWARE EXPERIENCE INCLUDES AMONGST OTHERS SOFTIMAGE XSI, ADOBE PHOTOSHOP, ADOBE AFTER EFFECTS, REALVIZ MATCHMOVER, PFTRACK, SYNTHESYS, REALFLOW, ADOBE PREMIERE AND SONIC SCENARIST;

VERY GOOD KNOWLEDGE OF HARDWARE AND SOFTWARE, AS WELL AS NETWORK- AND SYSTEM-ADMINISTRATION OF WINDOWS-SYSTEMS; LIMITED PROGRAMMING SKILLS IN DELPHI, HTML AND FLASH,

VERY HIGH TECHNICAL KNOWLEDGE OF SOFTIMAGE XSI INCLUDING SCRIPTING SKILLS IN VBSCRIPT AND JSCRIPT.

OVERALL VERY GOOD GENERAL UNDERSTANDING OF SOFTWARE AND VERY FAST AT LEARNING; NO MATTER WHAT SOFTWARE IS NEEDED FOR A SPECIFIC JOB, I CAN LEARN IT;

ABILITY TO LEAD A TEAM, WORK IN A TEAM, OR DO AN ENTIRE JOB FROM START TO FINISH ALL BY MYSELF;

DRIVING LICENCE FOR CARS AND MOTORBOATS;

SPOKEN LANGUAGES: GERMAN, ENGLISH, SOME CHUNKS OF GREEK, A TAD OF FRENCH AND SOMETIMES A LITTLE BIT OF LATIN ;-)