

Summary

Lead Animator / Sr. Animator:

Strong technical and artistic background. Over 12 years professional work experience in 3D character animations, with altogether over 19 years of in the field of computer graphics (2D, 3D, video editing and multimedia). Having completed many high-profile projects – shipped 10 games.

Skills: Strong character animations (biped, quadrupeds) using key-frame and motion-capture, character rigging, planning and creation of complex real-time character-animation systems. Animation-Styles: realistic, stylized-realism and cartoon.

Developing efficient workflows and toolchains for production. Pro-active problem solving, constantly searching for new technology solutions, entrepreneurial personality, leadership and management experience (having lead of teams of up to 15 artists), positive attitude, good communication skills, teaching experience (e.g. at UCLA), good diplomat, engineering background.

Tools: Motionbuilder, Maya, 3ds Max, FaceFX, After Effects, Photoshop, Illustrator, QuarkXpress, AutoCAD, Alienbrain, Perforce, multiple real time game-engines, Office.

Experience

Eidos Montreal Lead Animator, March 2011 – present

Tomb Raider (Multiplayer) (PS3, XB360, PC)

Leading the animaton team (planning, hands-on support, artistic feedback). Designing ingame systems (Animtree, Stategraph and Blendgraph), organizing and leading XSens Mocap shoots, various character animation work and polish (keyframe and mocap-based), working closely with other departments, especially gameplay- and tools- programmers. Coordinating with Single Player team at Crystal Dynamics.

Ubisoft Montreal Senior Animator, September 2006 – March 2011

Rainbow 6 - Patriots (PS3, XB360, PC)

Responsible for the player character navigation system (animation, animation graph ; also work on cover and weapon animations.

Prince Of Persia - The Forgotten Sands (PS3, XB360, PC)

Core Animation Team - keyframe animations, mainly working on player character acrobatics and ground moves; rigging characters in Motionbuilder

Shaun White Skate (Wii)

Creation of cartoon style animation and rigging of transforming environments

Prince Of Persia (2008) (PS3, XB360, PC)

Story Animator - animating interactive dialogs between the two main characters (mainly mocap based)

Far Cry 2 (PS3, XB360, PC)

Keyframe and Mocap for 3rd person biped animations (shoot cycles, locomotion, reactions, communication); facial mood cycles

Lost - Via Domus (PS3, XB360, PC)

Animating and Rigging Quadruped Animals
Facial Animations

Rockstar Vienna Lead Artist & Sr. Animator

April 2002 — June 2006

creating graphical content and animating characters for console video games using Maya, 3dsMax and other applications. Supervising Motion-Capture shoots for ingame-animations.

Manhunt 2 (XBOX, PS2)

Lead Artist leading a team of 15 animators and artists

GTA Vice City (XBOX) - GTA Double Pack, Lead Artist

GTA III (XBOX) - GTA Double Pack, Digital Artist

Max Payne 2 (XBOX, PS2), Digital Artist

Inlume Animation 3d Animator (Self-Employed)

February 2001 — April 2002

3D animated cinema commercial for a major Austrian coffee brand. VideoFX and animations for an educational film and trade show presentations. Graphic Print Layout.

BFI Berufs Förderungs Institut Vienna Instructor - New Media

October 2000 — March 2003 (part-time)

Instructor of several Computer Graphics courses like 3D Animation, Photoshop, Quark-Xpress, HTML

Jobpilot Art Director of Multimedia Department

September 1998 — February 2001

Managing small MultiMedia Department to create advertising (print, multimedia, animation, banners) for Vienna and other jobpilot branches worldwide

Schock Power Conversion, California Design and Marketing

1994 — 1998

Setting up a US daughter company of a small European high tech company. Electronic Layout (2D) and Mechanical Design (3D) of power supplies and battery chargers. Setting up marketing - print and online production and design.

UCLA (University of California Los Angeles) Instructor AutoCAD

1996 — 1997 (part time)

Instructor for AutoCAD

Teaching courses covering basic 2D and 3D modeling techniques using AutoCad. Classes for engineers and architects with up to 40 students per class.

Schock Power Conversion, Vienna Electronic Engineer

1993 — 1994

Design and Development of high tech power conversion products,
CAD production drawings and schematics, Building and testing of prototypes.

Education

Höhere Graphische BLVA, Vienna

MultiMedia College (special field: 3d animations)

1998 — 2000

Graduated with honors; graduation film: "Buzzz..." a character animation CG short about two flies and a pizza (3 minutes long, released in the spring of 2000 together with a co-student)

Technologisches Gewerbemuseum

Electronics and Telecommunications

1987 — 1992 graduation degree "Ing." (Professional Engineer)

Languages:

German (mother tongue), English (fluent), French (intermediate / functional), Spanish (basic)
