

Work Experience | Design Industry | Full-time

- | **Nanyang Polytechnic, Singapore, March 2008 – now** *Lecturer / Art Director*
Lecturer in the School of Interactive and Digital Media. Teaching courses in Concept Design, Design Fundamentals. Art director and game designer on commercial and noncommercial games industry projects. Recent Projects include NYP & Singapore GP Marina Bay Street Circuit Simulator and M-EDGE Game *Garden Planet*.
- | **Abitio 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 air plane 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Texturing and UV Mapping models for the unpublished game *IDentity*.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

- | **Red Pixy, Beijing, China November 2008 – now** *Producer*
Project management and direction for art outsourcing projects from international clients.
- | **monoe 毛ノ工 Contemporary Fine Arts Ceramic, Tokyo, Japan November 2007 – now** *Designer*
Designing of PR Materials such as posters, direct mail etc.
- | **J@pan Inc., Tokyo, Japan December 2007** *Illustrator*
Illustration for a journal article about North Korea Japan relations.
- | **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 work study 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

- | **Lecturer Specialist Diploma** *Diploma course in Games Design at Nanyang Polytechnic 2008 & 2009.*
- | **cgPad.org** *Contributing as an online tutor to the community of professional and aspiring digital artists. 2007-now*
- | **Founder and Coordinator** *Switzerland Chapter International Game Developers Association (IGDA), 2002 – 2005, 2009 – now.*
- | **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 Catalogue.*
- | **Lecturer** *Invited by SCAD Industrial Design Professor Gamboa to give guest lectures on Idea Creation Process and quick Concept Marker Renderings. SCAD, Spring 2007.*
- | **Organizer** *Concept Design Workshop at Nanyang Polytechnic with concept artist Dr. Chee Ming Wong Summer 2009*

Technical Proficiency

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

Design Proficiency

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

Languages

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

Recent Publications

- | Design influences and processes in the concept design of Simon E. Rozner, Author, Rozner, Savannah College of Art and Design, Savannah USA 2007
- | *Take Off*, Designer & Illustrator, Abinitio Design, AEON Institute of Language Education, Tokyo Japan 2008
- | *Gear Up*, Designer & Illustrator, Abinitio Design, AEON Institute of Language Education, Tokyo Japan 2008
- | *M-EDGE: Ideas and Games*, Co Author, Computer Games and Allied Technology, Research Publishing, Singapore 2008