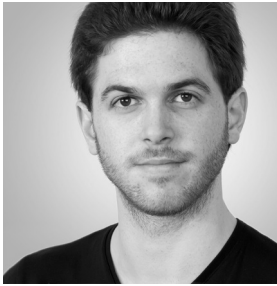


MANUEL WIESER

Digital Artist

See an online portfolio of my work at
www.manuelwieser.com



Johannesfeldstraße 10
6111 Volders
Austria

+43 650 216 98 01
office@manuelwieser.com

I can give you

Concept Design, Game Design, Level Design, Visualization, Modeling, 2D/3D-Animation, Shading and Texturing, Lighting, Rendering, Digital Sets, Visual Effects, Particle Effects, Compositing, Technical Direction

I am familiar with

Maya, MEL, Mental Ray
(basic knowledge of Lightwave and 3ds Max)
Modo, Mudbox, Vue-Landscapes, ZBrush
Photoshop, Illustrator
After Effects, Nuke, Premiere, Encoding Tools
Production Pipelines and Project Management

C/C++, C#, Java, OpenGL
Motion Capture
Unity, CryENGINE, UDK, Quest3D
MonoDevelop, Eclipse, Visual Studio

Actionscript 3.0
Dreamweaver, Flash
HTML/CSS, PHP, MySQL, Javascript (jQuery)
Joomla, Wordpress, Drupal

German (mother tongue)
English (fluent)
French and Italian (elementary)

I am interested in

Coffee, Wine, Tea, Cooking and Vegetarian Food, Photography, Movies, Problem solving, Politics, History, Economy, Games and Interactive Applications

I have been studying

since 10/2010

Upper Austria University of Applied Sciences, Hagenberg
Master of Arts in Digital Arts

10/2007 – 07/2010

Upper Austria University of Applied Sciences, Hagenberg
Bachelor of Science in Media Technology and Design

I enjoyed working at

07/2011 – 01/2012

MEDIASQUAD GmbH

2D/3D Generalist – Creation of 2D/3D-animations, architectural visualizations, landscapes and environments with Vue, commercial websites and various MEL tools for Maya.

10/2009 – 10/2011

Upper Austria University of Applied Sciences, Hagenberg

Academic tutor – Teaching 3D and animation fundamentals as well as the usage of the Maya software package to bachelor students. Teaching ZBrush-Sculpting and exporting to a game engine to master students.

03/2010 – 06/2010

APEX gaming technology GmbH

2D/3D Artist – Concept and design of a 3D slot machine game with animated characters and real-time environments. Realized from the initial idea to the final product in a team of three people.

07/2009 – 08/2009

Friendly Fire Communications GmbH

Internship – Creation of digital content for various commercials and TV productions. Tasks included modeling, shading, texturing, rendering, animation, rotoscoping, compositing and digital painting. I was also able to learn how to use LightWave 3D during that time.

12/2008 – 01/2009

VRVis Zentrum für Virtual Reality und Visualisierung
Forschungs-GmbH

2D/3D Artist – Creation of base meshes and textures in Maya and Photoshop for different building styles used for real-time procedural architecture. I had to make sure the meshes and textures were seamless, scalable and interchangeable and compliant with the existing software.

