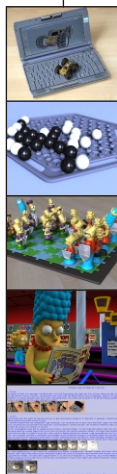
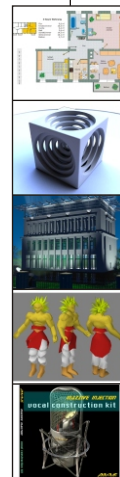


born 13.07.1973, forst/lausitz germany
1980 - 1990 school in limbach-oberfrohna
1990 - 1992 education, engineer for industrial elektronics, communication and control systems
1992 - 1995 employee at bsk-engineering, graphic artist for documentation for industry
since february 1995 freelancer (independend)
range of activity: 3d-modeling, animation, morphing, lighting, scene setup, hdr, 2d-graphics, rendering / networkrendering, content-management, teaching, digital photography
capabilities: autodidactic, fit's well in teams, works good under pressure, flexible, leading qualities, teaching
hobbies: inline skating, swimming, mountainbike, dragonball, collecting old computers
www.dbki.de / www.industry-graphics.de / www.realttexture.de

i started with computer generated graphics around 1985, it wasn't easy because it was hard to get a computer in the former gdr. i coded a program for creating vector graphics and calculation of fractals
since 1990 i create 2d graphics for documentation (sketches, cad) mostly with the help of corel draw
i started with 3d around 1995 with a programm called "highlight pro" but i changed later to lightwave 3d, i started to learn maya too but haven't done any big project yet, i also touched 3ds max for converting models
my main skill is highpoly-modeling for product visualisation and product design
i'm in low poly modeling since around 2 years, i create objects and characters for real time games
my latest project: april to august 2002 - set modeler for the game 'pharaohs curse' at "galilea" in grenoble (france) (www.galilea.com)
side projects: producing texture cd's using digital photo's at www.realttexture.de, creating of high poly models in my spare time



2001: first place at the german artist party "dialogos", category "visual design", compositing-graphic
2001: second place at the german artist party "dialogos", category "3d-graphics", visualisation of an abalone game
2001: first place at the danish artist party "the party", category "3d-graphics", visualisation of a simpson chessgame
2001: second place at the danish artist party "the party", category "wild", 3d models for an animation
2002: first place at the german artist party "mekka symposium", category "wild", 3d animation of the episode opener from 'the simpsons'
2002: first place at the german artist party "mekka symposium", category "fast intro" (only 12h for creating a intro), low-poly 3d-models for the intro
2002: third place at the german internet award "animago", category "professional, still, product design"
2002: fifth place at tutorial contest at www.rendering.de