

■ WORK EXPERIENCE

- 2025 – **GENERATIVE AI ARTIST – EYELINE STUDIOS**
Exploring Generative AI for Visual Effects & Virtual Production
- 2022 – 2025 **ENVIRONMENT ARTIST – HINTERLAND GAMES**
Open-world environments for The Long Dark universe.
- 2020 – 2022 **REALTIME 3D ARTIST – YAAK TECHNOLOGIES**
In-car VR simulation in Unreal Engine and Blender, built alongside the self-driving model to review its driving behaviour.
- 2019 – 2021 **REALTIME 3D DESIGNER – MERCEDES-BENZ DESIGN**
UI design and realtime visualizations for the Mercedes-Benz software ecosystem.
- 2018 – 2019 **ENVIRONMENT ARTIST – UBISOFT**
Environment art and set dressing for open-world game production.
- 2016 – 2018 **LIGHTING ARTIST – REMEDY ENTERTAINMENT**
Realtime lighting and look development for in-game and cinematic scenes.
- 2015 – 2016 **CG GENERALIST – INDUSTRIAL LIGHT & MAGIC**
Lighting, look development and compositing for feature film sequences.
- 2015 **LIGHTING TD – SONY PICTURES IMAGEWORKS**
Shot lighting and rendering for animated feature work.
- 2014 – 2015 **CG GENERALIST – INDUSTRIAL LIGHT & MAGIC**
Environment and lighting work across feature film shots.
- 2013 – 2014 **LIGHTING / LOOKDEV / COMP TD – METHOD STUDIOS**
End-to-end lighting, look development and compositing on VFX shots.
- 2010 – 2013 **COMPOSITOR / CG GENERALIST**
Method Studios New York · Pixomondo Berlin · Titanfilm Berlin

■ EDUCATION

- 2009 – 2013 **DIGITAL FILM DESIGN / VFX (B.A.)**
Mediadesign University of Applied Sciences, Berlin
- 2006 – 2009 **DIGITAL MEDIA DESIGNER**
Dual vocational training, Stuttgart

■ KEY SKILLS

Problem solving
Computer graphics
Lighting & look development
Visual design
Storytelling

■ SOFTWARE

UNREAL ENGINE UNITY
BLENDER SUBSTANCE
MAYA 3DS MAX NUKE
PHOTOSHOP

■ AI

COMFYUI CLAUDE CODE
CURSOR

■ INTERESTS

Technology
The Outdoors
Photography
Game design
Writing