

# MARKUS PICHLER



## SKILLS

- Low Poly und High Poly Modeling/Sculpting
- UV Mapping
- Texturing
- Photoshop Compositing

## SOFTWARE

- Autodesk Maya
- Substance Painter, Designer
- ZBrush
- Marmoset Toolbag
- Adobe Photoshop, InDesign
- Unity

 [linkedin.com/in/m-pichler](https://www.linkedin.com/in/m-pichler)

 [artstation.com/markus91](https://www.artstation.com/markus91)

# RÉSUMÉ

## WORK EXPERIENCE

• since November 2014

• ORTNER Ges.m.b.H - Technical Drawer  
• 3 years / 11 months

• drawing (2D, 3D) of installation plans, calculation of heating systems, ordering of installation material, documentation of projects, projects: BMW office building in Munich, Paulaner Brewery, misc. office buildings

• September 2013 - October 2014 (Student)  
• University of Innsbruck (Bachelor Physics)  
• 1 semester

• Management Center Innsbruck  
• (Management, Communication & IT)  
• 1 semester

• March 2013 - August 2013  
• BUNDESHEER - Military Service  
• 6 months

• September 2008 - February 2013  
• Tiroler Wasserkraft AG - Electrician (Apprenticeship - graduated in November 2012)  
• 4 years / 5 months

• responsible for the installation of electrical systems and the maintenance of the company headquarter

## ADDITIONAL EDUCATION

· August 2018

· Artstation Masterclass (Game Art)

· 1 month

· Online Masterclasses:

· Complex Patterns in Substance Designer and ZBrush

· Designing a Game Environment

· Creative Concept Design

· June 2017

· Adobe Workshop at WIFI Innsbruck

· 1 week

· created printmedia with Adobe CC (Photoshop,

· InDesign, Illustrator)

· September 2014 - June 2016 (Student)

· Management Center Innsbruck (Mechatronics)

· 2 semesters completed