

CV

3D-Environment Artist



Personal Data

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Software

Blender
Maya
zBrush
Substance Painter
Substance Designer
Affinity Photo
UE4
Unity
Speedtree
Photoscan
Marvelous Designer
Marmoset Toolbag



Education

2016-2018	University of Applied Sciences Upper Austria (Hagenberg) Master of Digital Arts
2013-2016	University of Applied Sciences Upper Austria (Hagenberg) Bachelor of Media Technology and Design

Work Experience

2016-2017	3D Artist Freelancer
2016	KING Art Games 3D Artist Intern
2014	Zeppelin Group Web Developer Intern

Language Skills

German	Mother tongue
English	Fluent in speaking and writing
Italian	Fluent in speaking and writing

Projects

Letzte Worte VR (2019)
VR Game
[Link](#)



Black Mirror (2017)
Game
[Link](#)



Pakan (2016)
Animated Short
[Link](#)



Technical Skills

Python, Java,

[Github](#) www.github.com/Weisl/

[Gumroad](#) www.gumroad.com/weisl