Fastlingerring 90,   85716 Unterschleißheim   +49 157 74065103   work@chrisgraf.de

Work Experience

Since December 2018	Gamedesign, concept art and animation for an advertisment-campaign game
January 2018 to February 2018	Gamedesign, 3D modelling, animation, shader and VFX for a medical demonstration game for the Hololens
October 2017 to December 2017	3D Artist internship in the VFX-department of Sunday Digital
July 2017 to November 2017	Complete production of a medical demonstration game for the Hololens
June 2017 to October 2017	Gamedesign, gameplay programming, shader, modelling, rigging, texturework, concept art and ui for a gamification project
July 2017	Complete Production of a VR 3D-visualization app as a proof of concept, including a talk and demonstration for the client's management
Since November 2016	Design, illustration and 3D projects for Motius GmbH
Since November 2016	3D modelling, animation and illustration projects for Viscopic GmbH including

-    Shader, modelling and rigging for interactive HoloLens Apllications

-    Compositing 3D-rendered content over photos for promotional images

-    Animation of a character to an explanational Audioclip for an educational HoloLens Application

Since February 2016	Multiple design projects for QAware GmbH as a freelancer including:

-    Styleguide and logos for 6 open source projects

-    Posters for convention booths and meetups

-    Graphics for merchandise and convention-catalogues

January 2017 to October 2017	Corporate design for Crashtest Security GmbH including

-    3D rendered promotional poster for convention booth display

-    Logo, styleguide, calling cards and document templates

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November 2014 to June 2016	Webdesign and data science for Check24 GmbH as a working student
December 2015	Design of their current website for QAware GmbH
July 2011	Webdesign for Simi Reality Motion Systems GmbH as an intern

Noncommercial Projects

February 2017 to May 2017	Project management and 2D Animation for indie vertical bullethell-shooter "Bullet Hell"
October 2016 to February 2017	Rigging and animation for indie tactical turn-based RPG "The Last Storm - Battle of Dreygard"
March 2016	Concept art, animation and modelling for student pc game "Demolition Disaster"
August 2016	Concept art, animation, modelling and visual design for student mobile game "Raun"

Education

November 2014 to October 2016	4 semesters Gamedesign at MD.H University of applied sciences

Software Experience
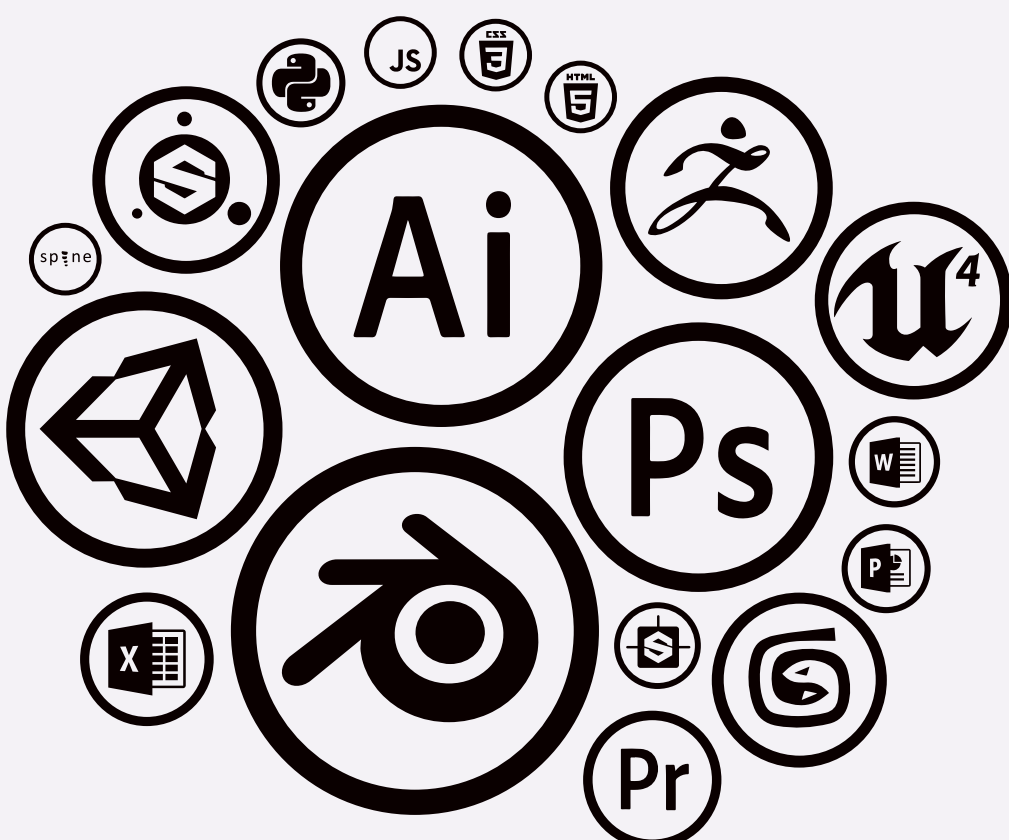
Hobbies

- Photography
- Metal and woodworking
- Plastic modelmaking
- Traditional sculpting
- Papercraft