

Curriculum Vitae

Oliver Reischl
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Email: oliver@clawjelly.net
www.clawjelly.net



Special skills:

- Very strong graphical aswell as technical competences due to steady curiosity
- Highly analytical, flexible and efficient personality
- Experience with a wide array of graphic software
- Experience with various programming/scripting languages
- Exceptional teamplayer, proven cooperative and educative in small and large teams
- International Experience working with native speakers aswell as abroad

January 2009 – present:

Freelance graphic artist

- Design of a monthly event calender for the city of graz (www.a-traktor.at) including a homepage, various inserts and a PR video animation.
- Design of various homepages, flyers, folders and posters for party events
- 3D video animations/motion art for post production
- Various private game projects (exporters, games...)

October 2008 – December 2008

Cubicpace

(www.cubicspace.com, Licensed Autodesk Partner)

Digital Artist

Responsibilities:

- Creation of various 3D low poly buildings for various real-time visualisation projects
- Improving the look of various existing visualisation projects
- Working closely with the programming department on improving the quality and usability of the inhouse engine „RTRE 2.0“ including scripting tool chain improvements with MaxScript

April 2007 - July2008

Rabcat (www.rabcat.com)

Digital Outsourcing Artist

Work: Various projects under tight schedules with different requirements

Responsibilities:

Project “Silent Hill: Origins” (PS2):

- Modelling and Texturing of the main protagonist “Travis Grady” from PSP to PS2 level.
- Rigging and Skinning of all characters for PS2.

Project “Pferd & Pony: Mein Gestüt” (Wii):

- Modelling and texturing of various environment objects
- Leveldesign

Project “Germany’s Next Top Model” (NDS):

- Modelling, texturing and rendering of background art
- Modelling, sculpting, texturing and rigging of a Jury-Character

Project “Cursed Mountain” (Wii):

- Modelling and texturing of various environment objects
- Scripting tool chain improvements for Photoshop CS2 (JavaScript)

May 2003 - May 2006

Rockstar Vienna

Senior Digital Artist, Vienna

Project “GTA Vice City” (Conversion for XBox):

- Research of visual improvements
- Remodelling / conversion of all vehicle models in coordination with outsource studios
- Creation of lighting and lightmaps for all objects of a virtual city

Project “Manhunt 2” (PS2):

- Modelling and texturing of objects and level geometry after concept art and reference images.
- Lighting of level geometry.
- Scripting of tool chain improvements.

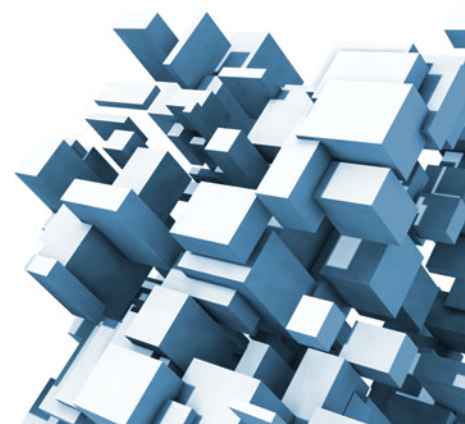
August 2002 - April 2003

Wootsoft GmbH, Vienna

Digital Artist

Project: “Iritor” (PC, not released), responsible for:

- Visual conception and realisation (modelling, texturing, rigging, animation) of various game elements (characters, backgrounds, etc)
- Rigging and Animating for FMV Cutscene (All objects were built with subdivision surfaces to create normal maps.)



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August 2000 - July 2002

Neo Consulting, Vienna

Digital artist

- Responsible for visual conception and realisation of various game elements like characters and backgrounds in 2D and 3D for various projects ("JUPI", "eJay Clubworld", "Mein Wald").

October 1999 - July 2000

Madison Advertisement Agency, Graz

Graphic artist

Responsible for design of various advertising mediums (i. e. adverts, folders, infoscreen animations, cinema spots, etc.) for various clients.

April 1999 - September 1999

Arcitec Visualisation Agency, Graz

Graphic / digital artist

Responsible for all print matters.
Modeller for visualisation.

October 1998 - March 1999

graphic artist at Reisebüro Gruber, Graz

Responsible for handling and design of adverts in newspapers and magazines.

Credits in released Titles:

- JUPI: Digital Artist
- Max Payne 1 Xbox: Graphic Novels Artist
- eJay Clubworld: Digital Artist
- GTA / GTA Vice City Xbox: Senior Digital Artist
- Manhunt 2: Senior Digital Artist
- Pferd & Pony: Mein Gestüt: Digital Artist

Software Experience:

- Adobe CS4 (PS, InDesign, Illustrator)
- Autodesk 3D Studio MAX and Maya
- Deluxe Paint 2 Enhanced
- Mudbox
- ZBrush
- After Effects
- Cinema4D
- Premiere

Programming Languages:

Actionscript3
Python/Boo
MaxScript
JavaScript
Lua
Java
Pascal/Delphi
Basic

Various Experiences:

- Native speaker german
- Excellent English skills due to working with natural speakers aswell as abroad
- Basic Portuguese skills and French skills
- Various Exporters from 3DSMAX to different file formats, various MaxScript and Photoshop JavaScript tools to improve efficiency (for details see www.clawjelly.net)
- Various Art Exhibitions as „badoli“
- „Diabolicas“ (Rio de Janeiro, more Info at <http://www.annacas.com/curatory-page.htm>)
- „24h comic contest“
- Various home-grown „garage projects“ with my brother written in Pascal ("Jetbunny", "Pacman Clone", "Mode7 Soccer")

Education:

1992 - 1997

HTBLA Ortwein für Kunst und Gewerbe
(Graphics and Design)

Personal Details:

Date of birth:

16th of February 1977

Nationality:

Austria

Completed military service

