

## Stellengesuch vom 19.12.2013

## 2D Artist

and concept art.□

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## 

I have managed over 30 artists at one time, on different projects, worked in SCRUM system, prioritizing crunch-time tasks. My experience served me well and I am confident that I can do more and learn more from now on.

starting with 1 bit per pixel graphics, voxels, indexed palettes, vector graphics, 3D texturing,

I am looking for a professional team and creative environment, where I can successfully express my vision. I have a great satisfaction when I can experiment with technical details and to adapt those to the art direction of my work.

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