



## PROJECTS



### PEN CONTROLLER FOR VOLUMETRIC 3D SKETCHING IN VR

*Master-Thesis*

Sep 2021 - April 2022

I developed and designed a custom controller for 3D drawing in Virtual Reality



### CONCEPT ARTIST

*Part-time 2D-Artist*

2020 - 2021

I joined the team at caps labs for a now cancelled game project, in order to produce both concept art and in-game assets. I produced character designs, animated pixel art, and environmental concept art.



### BEATSPEEDER

*Unity VR*

Nov 2019 - Feb 2020

Development of a rhythm game for the Oculus Quest VR Headset in Unity as a team of 3. Acting as project lead I provided and executed ideas about the direction of the game.

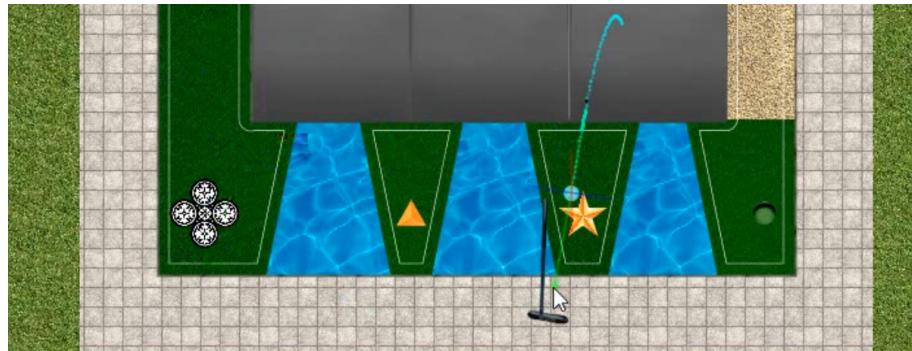




## PUTTUP

### Minigolf Simulation

As part of a Software Engineering Seminar I worked in a team of 6 at conceiving and developing a sandbox minigolf game in Java Swing, including a fully customizable track-editor and simulated physics.



## EDUCATION

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### SAARLAND UNIVERSITY

*MSc. Media-Informatics*

Okt 2017 - Present



### KEIO UNIVERSITY TOKYO

*Japanese Language Program*

Okt 2018 - Jul 2019



### UNIVERSITY OF PASSAU

*BSc. Computer Science*

Okt 2013 - Jul 2017

## PROGRAMMING & SOFTWARE

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- Java
- C#
- Python
- Matlab
- HTML & JS

- Photoshop
- Unity
- Fusion 360
- Gravity Sketch
- Unreal

## LANGUAGE SKILLS

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	German	Native
	English	Fluent
	Japanese	Intermediate
	French	Basic Communication

## SCHOLARSHIPS

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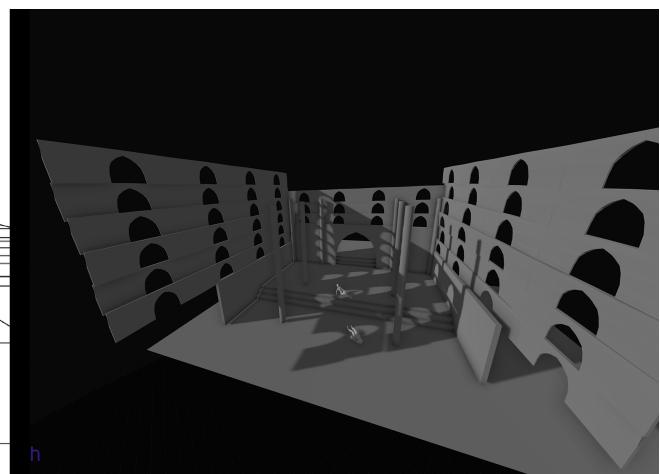
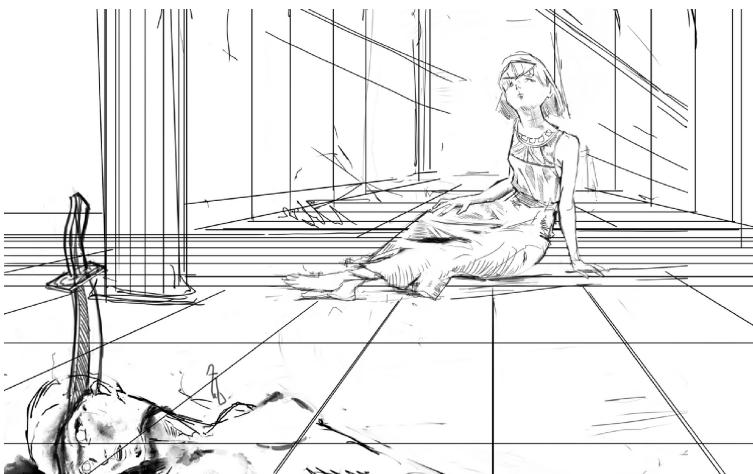


### JAPAN STUDENT SERVICES ORGANIZATION, Jasso-Scholarship

2018-2019

As part of my two-semester studies at Keio University, I received a scholarship by the Japan Student Services Organization.

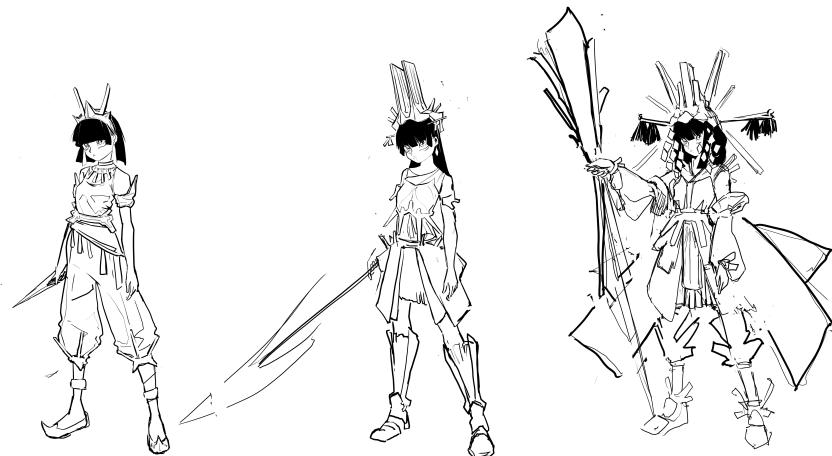
# PORTFOLIO EXCERPT



I created a 3D scene first using Gravity Sketch, which was then rendered in Unreal. I then painted over the rendered image to arrive at the final illustration.



I kit-bashed mega-scanned Quixel assets in Unreal, which were then rendered and used as a basis for the painting.



I love designing characters. Here I did two variations on showing 3 different designs of the same character.