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PERSONAL PROFILE

Raised in Montreal, Freiburg, Barcelona, Philadelphia and Toronto.
Native bilingual English / German speaker, schooled in French and Spanish.

A multidisciplinary creator passionate about design, 3D, code, and motion – from strict brand systems to boundary-pushing exhibits. I create and implement visual concepts, from original designs to refining existing CI/CD systems, with expertise in animation and interactive development.

20+ years collaborating with agencies, in-house teams, and startups – balancing innovation with brand compliance, ensuring visual consistency across all deliverables.

3+ years management experience.

EDUCATION

1997 – 2001	**Blocherer Schule für Grafik Design**	
	Munich, Germany	
	Bachelors / Graduated with 1.2	
1989 – 1991	**Bodine High School for International Affairs**	
	Philadelphia, USA	
	Graduate	
1988 – 1989	**Benjamin Franklin International School**	
	Barcelona, Spain	
1986 – 1988	**Kepler Gymnasium**	
	Freiburg, i. Br., Germany	
1983 – 1986	**Alexander von Humboldt Deutsche Schule**	
	Montreal, Canada	
1981 – 1983	**École Francaise Joseph Henrico**	
	Montreal, Canada	
1979 – 1981	**Christmas Park Elementary School**	
	Montreal, Canada	

SELECTED CAREER POSITIONS & ACCOMPLISHMENTS

2025 — **Designer, Motion, & Front-End Developer** (SMMD Munich)
- Created high-end motion design & interactive WebXR applications for diverse clients.
- Developed real-time 3D & JavaScript-based interactive experiences using Three.js & React Three Fiber.
- Design & Performance Testing of UI/UX concepts for interactive applications
- Integrated GSAP animations into modern web interfaces.

2022 – 2024 — **Art Direction** (Reservision GmbH)
HTML5, CSS, 2D / 3D Animation, video edit, print, three.js / motion / concept / design

2022 — **Concept / Motion Design / 3D / 2D** (Chaintech GmbH / Infinworld)
Design / 3D Animation / 2D Animation / product videos.

2022 — **3D Visualization / Motion Design** (Sieber & Wolf Werbeagentur)
- Mercedes Benz Car dealership award concepts & 3D visualization.
- TÜV Süd presentation motion design.

2018 – 2021 — **3D Visualization / Motion Design / Javascript motion coding**
- Coding javascript motion for use in the BMW online CI (GSAP)
- 3D modeling, rendering, motion-design, video editing and voice-narration for BMW, BMW Group, MINI, Toyota.
- Motion concept development for a giant videowall at IAA Paris 2018 / Toyota.
- Design / motion / visual concept & render for BMW Group headquarters videowall.

2015 – 2017 — **Concept / 3D / 2D Motion Design / Interactivity** (SMMD Munich)
- Graphical / motion concept of multi-monitor animations for the Airbus Group used across Europe.
- Airbus Ottobrunn Showroom concept, design & motion from moodboard to final render (2D & 3D).
- Airbus Berlin Headquarters Interactive Installation Design & development of an interface for an interactive touchtable installation (UI design & programming).

2015 – 2017 — **Concept / 3D / 2D Motion Design / Interactivity** (SMMD Munich)
- Graphical asset creation / motion design of multi-monitor animations for the Paris Intl. Airshow (MTU Aeo Engines) 3D animation, design from moodboard to final render.
- Airbus Ottobrunn Showroom UI concept, design & programming of interactive touchscreen RFID-driven installation-piece (moodboard to programming).
- Designed and animated a singlescreen promotional video for the airplane engine-maker MTU's tradefair installations worldwide.

2014 – 2016 — **Classica TV**
Designed & developed various banner campaigns for the classical music pay-TV channel.

2011 – 2013 — **Spiegel Wissen TV / Spiegel Geschichte TV / Design, Programming**
- Visual concept, UI Design & Programming the mobile & desktop versions of both company websites.
- Visual concept, UI Design & programming various animated & interactive B2B presentations, working closely with the stations channel manager.

2012 — **Publicorange GmbH** – (F-Secure)
UI Design, programming & animation of a series of interactive multilingual infofilms detailing F-Secure's suite of mobile security applications, for desktop and mobile platforms.

2011 — **Spiegel Wissen TV / Spiegel Geschichte TV**
Interviewed various on-air design agencies from Munich to Berlin, reviewing their concepts in order to vet out the best on-air visual identity for both the channels.

2008 – 2015 — **Concept / Design / Programming / Motion**
Designed & animated multiple international flash banner-ad campaigns for various large scale productions spanning across the entertainment industry, from motion-pictures to videogames. The volume was sometimes up to 750 unique banners per project.

2010 – 2014 — **Publicorange GmbH** – **Design / Programming** – (Deepsilver – Risen II)
- Concept, design & programming a rather huge parallax scrolling landscape for the teaser website of the x-box videogame Risen II.
- Created the animated header for the official site.
- Various other projects for various international & national Publicorange clients.

2010 — **Fiction Films GmbH** – (Siemens)
Programmed and animated the existing designs of two cms-driven Siemens microsites.

2010 — **Oconnor Engineering**
Created various HD-format animations explaining their products, used in trade-fairs around the world.

2009 — **Pinball Werbeagentur** – (F-Secure)
Developed a database driven microsite for an F-Secure Gewinnspiel.

2009 — **Pinball Werbeagentur** – (F-Secure / Swisscom)
Designed & programmed a software installer package for an F-Secure / Swisscom collaboration

2009 — **Pinball Werbeagentur** – (Deepsilver – HorseLife 2)
Designed & programmed an interactive, animated microsite for the Nintendo videogame Horse-Life 2.

2008 — **Planstand Werbeagentur** – (Audi)
Concept and motion design for a cinemascreen sized animated stage-event for a VIP-event featuring the unveiling of the then new Audi Q5.

2008 – 2011 — **Pepperglobal GmbH** – (Hewlett-Packard)
Motion design & graphical asset creation for various films & applications to showcase HP's handheld palm-product campaign deliverables, also various interactive applications to represent pepperglobal.

2007 — **Coma2 e-branding** – (Strellson Menswear, JOOP, Olymp)
Motion design of various intros for the website strellson.com, various other applications for different international companies in the fashion industry.

2006 – 2007 — **Pro7 / Sat1** – (Warner Bros., 20th Century Fox, Jeep & many more)
Creating flash banners & microsites of various formats for various ad-campaigns in the entertainment, financial and automotive industries.

2006 — **Red Bull Web & New Media** – (Red Bull Austria)
Designed & programmed a company-internal microsite outlining Red Bull's New Media strategy for 2007 for the Red Bull Intl. headquarters in Austria.

2005 — **Solutionpark Switzerland** – (Red Bull Austria)
- Designed & Animated a carousel-menu for Red Bull TV online channel.
- Aid in the visual design of a specially built video streaming website which was the first of its kind.

2003 – 2004 — **Rogues Gallery**
Creating the visual identity for a local band. Logo design, creating the animated website, CD covers, animated backdrops for concerts, t-shirt designs, etc.

2003 – 2005 — **Hubert Burda Verlag**
Creating and programming various presentations and interactive media applications.

2002 – 2003 — **coma²**
Junior art-director. Design, motion design & programming various applications for clients such as Valisere Lingerie, Triumph International and the PR agency Avante-Garde, among others.

1998 – 2000 — **AutoScout24**
Internship during College – Web Design / HTML

DIGITAL SKILLS

Next.js
React
three.js
Greensock Animation Platform
Lottie
HTML5, css, javascript
Typescript, Supabase SQL,
WebXR,
React Three Fiber
git, npm, vite
audio / video-editing
MacOS, WindowsOS

DESIGN-RELATED SKILLS

After Effects, Photoshop, Illustrator,
InDesign, Premiere
Element3D
RedGiant (various)
Cinema4D
Corona / Octane / Redshift render engines
Final Cut
Painting
Illustration
Motion-design
Concepting
Layouting (Print, Online)
Voice-over narration (English native speaker)