



Michelle Grill

Graphic Designer

Creative enthusiast with a diverse skill set in game design, digital arts, and storytelling. Skilled in coding, video editing, and 3D modeling, with a focus on delivering innovative visual experiences.

Experience

3D Artist - Homeparx 2023-2023, Vienna

- Designed and rendered over 10 unique household items using Blender, achieving high-quality visual representations.
- Collaborated effectively within a small team, participating in regular Scrum meetings to ensure project alignment and timely delivery.
- Dealt with project timelines, met deadlines, and communicated progress and challenges with team members to foster a productive work environment.

Daycare - Steiner Family Entertainment 2022-2024, Vienna

- Facilitated workflow at the front desk through effective task prioritization.
- Thrived under high-pressure situations, maintaining composure and productivity in challenging environments.

Sales - Altmann & Kühne since 2024, Vienna

- Delivered exceptional customer service by addressing over 100 visitors daily, ensuring thorough product knowledge and personalized assistance.
- Managed cash handling and transactions accurately in a fast-paced environment.

Language

- German - Native Proficiency
- English - Intermediate (B2)

Contact

+436509800398
grill.michelle04@gmail.com
https://pukiirro.github.io/Grill_Website/

Education

Specialized Diploma in Game Design HTL Spengergasse, Vienna, Austria 2019-2024

- Comprehensive curriculum covering both academic and practical aspects of game design
- Key subjects: Game Development, Graphic Design, 3D Modelling, Programming, Project Management and Interactive Media
- Successfully completed a final project: Development of a fully functional card game against an NPC.

Skills

Blender	<div><div></div></div>
Maya 3D	<div><div></div></div>
Unity Engine / C#	<div><div></div></div>
HTMLS/CSS3	<div><div></div></div>
Adobe Photoshop	<div><div></div></div>