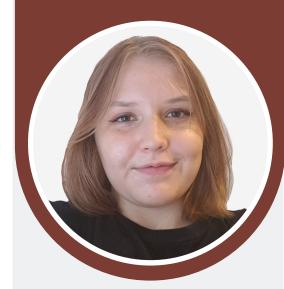
Michelle Grill

GRAPHIC & GAME DESIGNER





- **4**3 6509800398
- https://pukiiro.github.io/Grill_Website/
- 1190 Vienna, Austria



Fachmatura in Game Design HTL Spengergasse, Austria, Vienna 2019-2024

- o Comprehensive curriculum covering both academic and practical aspects of game design
- o Key subjects: Game Development, Graphic Design, 3D Modelling, Programming, Project Management, and Interactive Media
- o Successfully completed a final project: Development of a fully functional card game against an NPC
- o Wrote a comprehensive paper on balancing card games using Flow Theory, focusing on creating engaging and well-balanced gameplay experiences



Creative enthusiast with a diverse skill set in game design, digital arts, and storytelling, including experience in drawing, coding, video editing, photography, 3D modeling, and animation, honed through specialized studies at HTL Spengergasse in Vienna.



JOB EXPERIENCE

3D Artist,

2023-2023

Homeparx, Austria, Vienna

- o Utilized Blender for 3D modeling and rendering of various household items, ensuring high-quality visual representations.
- o Collaborated effectively within a small team, participating in regular Scrum meetings via Microsoft Teams to ensure project alignment and timely delivery.
- o Managed project timelines, met deadlines, andcommunicated progress and challenges with team members to foster a productive work environment.

Customer Service & Technical Support 2022-2022 ecession, Austria, Vienna

- o Communicated effectively with guests to answer questions, provide information, and offer assistance as needed
- o Provided technical support to address and resolve issues promptly, ensuring a smooth and enjoyable experience for all visitors



Adobe Photoshop	Adobe Illustrator	
Microsoft Office	Premire Pro	
HTML-S/CSS-3	Unity Engine	_
Blender	C# Programming	
Maya3D	Game Development	





HOBBIES

- o German
- o English

- o Reading Books o Animation
- Duranta
- o Drawing
- o Writing
- o Dancing