

# Curriculum Vitae

Oliver Reischl  
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www.clawjelly.net



## Special skills:

- Very strong graphical aswell as technical competences due to steady curiosity
- Highly analytical, flexible and efficient personality
- Experience with a wide array of graphic software
- Experience with various programming/scripting languages
- Exceptional teamplayer, proven cooperative and educative in small and large teams
- International Experience working with native speakers
- Good conceper in traditional aswell as digital media

## Juli 2010 - now Bongfish GmbH

### Projects

- Harmsway (XBox 360/XBLA)
- Motocross Madness - TBA (XBox 360/XBLA)
- Red Bull Slotcar Racing - TBA (Mobile)

### Art Director/Senior Asset Artist/Technical Artist

- Concept Renderings
- Modelling, texturing and partly animation of environment assets, vehicles and character models
- Leveldesign
- Design and implementation of the artist toolchain (MaxScript, JavaSript, Python)

## January 2009 - Juli 2010:

### Freelance graphic artist

- Design of a monthly event calender for the city of graz ([www.a-traktor.at](http://www.a-traktor.at)) including a homepage, various inserts and a PR video animation.
- Design of various homepages, flyers, folders and posters for party events
- 3D video animations/motion art for post production
- Various private game projects (exporters, games...)

## October 2008 - December 2008

### Cubicpace

([www.cubicpace.com](http://www.cubicpace.com), Licensed Autodesk Partner)

### Digital Artist

#### Responsibilities:

- Creation of various 3D low poly buildings for various real-time visualisation projects
- Improving the look of various existing visualisation projects
- Working closely with the programming department on improving the quality and usability of the inhouse engine „RTRE 2.0“ including scripting tool chain improvements with MaxScript

## April 2007 - July2008

### Rabcat ([www.rabcat.com](http://www.rabcat.com))

### Digital Outsourcing Artist

Work: Various projects under tight schedules with different requirements

### Projects

- “Silent Hill: Origins” (PS2)
- “Pferd & Pony: Mein Gestüt” (Wii)
- “Germany’s Next Top Model” (NDS)
- “Cursed Mountain” (Wii)

## Responsibilities

- Modelling, texturing, rigging and animation of various characters and objects for Nintendo Wii requirements
- Modellierung, Texturierung und Animation diverser Charaktere und Objekte auf mindestens Wii Niveau.
- Rendering of concepts und background art
- Leveldesign, Lighting
- Design and programming of the toolchain

## May 2003 - May 2006

### Rockstar Vienna

### Senior Digital Artist, Vienna

#### Project “GTA Vice City” (Conversion for XBox):

- Research of visual improvements
- Remodelling / conversion of all vehicle models in coordination with outsource studios
- Creation of lighting and lightmaps for all objects of a virtual city

#### Project “Manhunt 2” (PS2):

- Modelling and texturing of objects and level geometry after concept art and reference images.
- Lighting of level geometry.
- Scripting of tool chain improvements

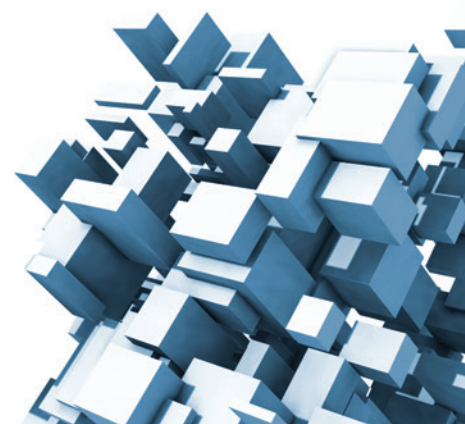
## August 2002 - April 2003

### Wootsoft GmbH, Vienna

### Digital Artist

Project: “Iritor” (PC, not released), responsible for:

- Visual conception and realisation (modelling, texturing, rigging, animation) of various game elements (characters, backgrounds, etc)
- Rigging and Animating for FMV Cutscene (All objects were built with subdivision surfaces to create normal maps.)



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**August 2000 - July 2002**

**Neo Consulting, Vienna**

**Digital artist**

- Responsible for visual conception and realisation of various game elements like characters and backgrounds in 2D and 3D for various projects ("JUPI", "eJay Clubworld", "Mein Wald").

**October 1999 - July 2000**

**Madison Advertisement Agency, Graz**

**Graphic artist**

Responsible for design of various advertising mediums (i. e. adverts, folders, infoscreen animations, cinema spots, etc.) for various clients.

**April 1999 - September 1999**

**Arcitec Visualisation Agency, Graz**

**Graphic / digital artist**

Responsible for all print matters.  
Modeller for visualisation.

**October 1998 - March 1999**

**graphic artist at Reisebüro Gruber, Graz**

Responsible for handling and design of adverts in newspapers and magazines.

## Credits in released Titles:

- GTA / GTA Vice City XBox: Senior Digital Artist
- Max Payne 1 XBox: Graphic Novels Artist
- Manhunt 2: Senior Digital Artist
- Harms Way: Senior Artist
- Motocross Madness: Art Director
- eJay Clubworld: Digital Artist
- Pferd & Pony: Mein Gestüt: Digital Artist
- JUPI: Digital Artist

## Software Experience:

- Adobe CS4 (PS, InDesign, Illustrator)
- Autodesk 3D Studio MAX and Maya
- Deluxe Paint 2 Enhanced
- Mudbox
- ZBrush
- After Effects
- Cinema4D
- Premiere

## Programming Languages:

MaxScript  
Python/Boo  
JavaScript  
Actionscript3  
Lua  
Java  
Pascal/Delphi  
Basic

## Various Experiences:

- Native speaker German
- Excellent English skills due to working with natural speakers aswell as abroad
- Programming- and scripting experience
- Design and implementation of artist tool pipeline
- Basic Portuguese and French skills
- Exhibition „Diabolicas“ (Rio de Janeiro, more Info at <http://www.annacas.com/curatory-page.htm>)
- Exhibition „24h comic contest“
- Various home-grown „garage projects“ with my brother written in Pascal ("Jetbunny", "Pacman Clone", "Mode7 Soccer")
- Good cooking skills

## Education:

1992 - 1997

HTBLA Ortwein für Kunst und Gewerbe

High school diploma for Graphics and Design

## Personal Details:

Date of birth:

16th of February 1977

Nationality:

Austria

Completed military service

