

BRUNOKRIPPAHL

GRAPHIC DESIGNER

Date of Birth: 01/Jul/1974

Address: Lisboa, Portugal

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PROFILE

I have been using computers for over 20 years, and have obtained an excellent knowledge in all areas of design, computers, and digital art in general. I am very passionate about these fields of work and strive to keep evolving with the industry.

I am adaptable and can jump easily from being a web designer, to print designer, to illustrator, to 3D artist.

EXPERIENCE

Concept Artist - 2010 to present day, Quirkafleeg

Concept art for game environments and characters. Concept, modeling and animation for the main cinematic sequence, as well as visual effects work. Overall look development and game interface design.

Web Designer - 2008 to 2010, Mr.Net Consulting

Designing web layouts and graphics. Building web pages in HTML, CSS, and Flash, and integrating in house developed content manager.

Game Artist - 2005 to 2008, Mr.Net Consulting / Dead Pixel Games

Designing 3D characters and environments. Modeling, texturing and animating, as well as integrating assets into several game engines. Designing and creating artwork and game interfaces.

Freelance Web and Print Designer - 2003 to 2005

Designing and developing web content in HTML, CSS, and Flash, as well as designing for print in several formats and supports such as CD covers and inlays.

3D Modeler - 2002, Project Hypermedia, Universidade Nova de Lisboa

Modeling and texturing of 3D environments based on paintings by Edward Hopper, for use in augmented reality art gallery.

Freelance Illustrator - 1999 to 2002

Concept art and illustration. Projects include art for the Sack Armies board game by Tyranny Games, the RIFTS CCG by Palladium Books, and the book cover for the horror novel *When the Autumn Moon is Bright*, by Brian Easton.

EDUCATION

Autodesk certified 3ds Max 8 Advanced - 2006, The Edge Digital Effects Training

Adobe Photoshop CS2 Certified Expert - 2005

Graphic design degree - 2004, Faculdade de Belas-Artes da Universidade de Lisboa

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SOFTWARE PROFICIENCY

I have extensive knowledge of many software applications in both Windows and Mac OS. Listed are those used on a regular basis:

Adobe Photoshop

I have been using Photoshop extensively since 1995 and consider myself to be an expert user. I am an Adobe Photoshop CS2 Certified Expert.

Autodesk 3ds Max

Max is my software of choice for 3D modeling and animation. I have an Autodesk Certified Advanced level in Max 8.

Autodesk Mudbox

I choose Mudbox for both organic and hard surface model detail. Mudbox was a fundamental part of my award winning illustration Jack in the Box.

Blender

My main 3D tool since 2005 for game asset creation. I have achieved an excellent understanding of the software in most areas.

Adobe Dreamweaver

I have used several different HTML editors, but Dreamweaver is my main choice for building web pages, although I also often code by hand.

Adobe Flash

I have created many different projects in flash, and consider myself a experienced flash designer, with good understanding of scripting as well.

Adobe Illustrator

Although I prefer pixels, I have had plenty of experience creating logos, layouts and vector illustrations for different projects.

Adobe Indesign

My preferred software package for multiple page layouts. My work includes projects such as CD inlays and illustrated books.

PROGRAMMING

XHTML, CSS

I am an experienced coder in both languages.

ActionScript

Although I feel much more at home in the graphic side of the application, I do have a good understanding of the scripting element.

ARTISTIC SKILLS

I have a traditional art background that includes pencil drawing and shading, watercolor an acrylic painting, as well as clay sculpting.