



Gerald Gruber

Game Artist and Animator

Contact

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Languages

- German C2
- English C1

Skills

- Problem Solving
- Organizing
- Team-working
- Time Management



Educations and Career

Digital Arts Bachelor 2022 – current

FH Oberösterreich Campus Hagenberg

Focus on Game Art and Game Design, including

- 2D and 3D Animation
- Game and Level Design
- 3D Asset Creation
- Texture Baking and Painting
- Video Editing
- Sound Editing
- Basics in C#

And experience in various programs:

- Maya
- Blender
- ZBrush
- Unity
- OpenToonz
- Adobe Products – After Effects, Substance 3D Painter, Photoshop, Illustrator, Premiere

Lab Technician 2017 – 2022

TAmiRNA, Wien

Intervet GesmbH, Wien

Romer Labs Division Holding GmbH, Tulln

Multiple positions as Lab Technician in analytical laboratories.

Experience in working within teams and independently.

Managing time limits and coordination of team projects

Training of multiple new employees.

Freelancing Positions 2017 – 2024

Multiple short Projects

Creation of 2D Art for various restaurants, Individuals and websites.

Design and creations of presentations used for project proposals.

Diploma 2011 – 2016

Höhere Lehranstalt für Umwelt und Wirtschaft, Yspertal