

Curriculum Vitae – Harald Oestreicher

Contact

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Personal Information

Date of Birth 28th August 1982
Place of Birth Friedberg, Germany
Nationality German
Marital status In a relationship

Employment History

10/2006 – today	Art (Production) Director at <u>Chimera Entertainment GmbH</u>
Shipped Titles	<u>Windchaser</u> (PC), <u>Gehirntraining mit Dr. Kawashima</u> (PC & Mac), <u>Farm Fever</u> (iPhone), <u>Wiesn Fieber</u> (iPhone), <u>Critter Crusher</u> (Facebook)
Awards	LARA Start Up Award 2007, Deutscher Entwicklerpreis 2008, Giga-Maus 2009
Responsibilities	<ul style="list-style-type: none">• Art Direction, Art Lead, Asset Management & Planning, Pipeline Setup• 3D Modeling, Texturing, Animation-Setup, Animation, Level Design• Web Design, UI Design & Prototyping, Video Production• Outsourcing Management, Hiring
07/2006 – 10/2006	Freelance Designer (2D, 3D, Online)
10/2005 – 07/2006	Internship at <u>BMW</u> (Internal Design Communications Department)
07/2002 – 10/2002	Internship at <u>Engel & Wachs GmbH</u>

Education

10/2002 – 10/2005	<u>mediadesign Hochschule für Design und Informatik München</u> Masters degree Media Design (Diplom-Designer FH), grade “very good” Diploma Thesis: „Design and Realization of a Playable Multiplayer Action Game Prototype for PC“
06/2001 – 06/2002	National Service (non-military option) and Honorary Position at <u>Johanniter Unfallhilfe e.V., Augsburg</u>
09/1992 – 06/2001	Secondary School (<u>Justus-von-Liebig Gymnasium</u>) Grade: 2,2

Vocational Training

05/2009	<u>fmx 2009</u> 3ds Max Masterclasses (Flicker free Rendering, CAT Anim. Tool), V-Ray Workshop
12/2008	User Interface Seminar with Prof. C. Ehret Usability Rules, Selective Perception, Design Psychology, Target Audience, Usability Tests & Surveys, Object-Action-Interaction Model, Mental Models & Metaphors
07/2008	Autodesk Super User Tour & Masterclass 3ds Max Animation Masterclass with Grayson Chalmers
04/2005	ETS TOEFL English Test (Test of English as a Foreign Language) 287 of 300 points
10/2004 – 07/2006	Life Drawing Courses at VHS and FH Gestaltung Augsburg
08/2004	<u>Conceptart.org</u> Official European Workshop Held by Andrew Jones and Marko Djurdjevic

Professional Qualifications

2D	<ul style="list-style-type: none">• Photoshop & ExtendScript, Illustrator, InDesign• CrazyBump, xNormal
3D	<ul style="list-style-type: none">• 3ds Max (FumeFX, Puppetshop, CAT Motion), Mudbox, Vue d'Esprit, Modo401
Video/Compositing	<ul style="list-style-type: none">• After Effects, Premiere Pro, VirtualDub, Camtasia, Fraps, Super
Web/Online	<ul style="list-style-type: none">• HTML, CSS• Dreamweaver, Flash, Expression Studio (Silverlight)• CMS Systems & Wikis (Joomla, Drupal, Mediawiki, Tikiwiki, etc.)
Projectmanagement	<ul style="list-style-type: none">• SCRUM (agile project management)• Mantis (bug tracker)
Languages	<ul style="list-style-type: none">• English: Excellent written and oral skills• German: Excellent written and oral skills
Soft Skills	<ul style="list-style-type: none">• Initiative• Responsibility• Dependability• Team Player• Resilience

Miscellaneous

Interests	<ul style="list-style-type: none">• CGI, Art• Video- & Boardgames, Pen & Paper RPGs• Books, Comics
Membership	<ul style="list-style-type: none">• <u>IGDA</u>