

Résumé



Personal data

Name Jan-Felix Wall, M.Sc.
Address Gebirgsjägerplatz 1 Top 25
5020 Salzburg
AUSTRIA
Phone +43 699 10604699
+49 176 20791323
E-mail felix.wall@forealgames.com
Date and place of birth: April 4th 1985 in Memmingen

Education

since 2012 Paris Lodron University Salzburg - Musicology and Dance Studies
2007 - 2009 Upper Austria University of Applied Sciences in Hagenberg - Digital Media (game development): Master of Science in Engineering
2004 - 2007 Upper Austria University of Applied Sciences in Hagenberg - Media Technology and Design: Bachelor of Science in Engineering
1995 - 2004 Vöhl-Gymnasium Memmingen: Abitur (general qualification for university entrance)

Work experience

since 2009 Freelancing graphics artist for advertisement and corporate design
April - September 2007 SnapDragon Games, Hamburg - Internship:
general 3D artist (modeling, rigging, animation, dynamics, rendering, texturing) and package design

Skills and knowledge

Modeling Maya since 2005, Lightwave from 2001 to 2005: Character, props, environment
Rendering/baking Maya since 2005
Animation Maya since 2005, 2008 basics in MotionBuilder (mainly motion capturing)
Rigging Maya since 2005
Sculpting Mudbox since 2007, basics in Zbrush
Level editing Valve Hammer Editor (Source Engine)
Java 2004 - 2005 basic knowledge from studies
C++ since 2005 due to studies, since 2008 development for Maya
MEL since 2007

Additional skills and knowledge

Postproduction AfterEffects
Audio editing SoundForge, Vegas, Cubase

Languages

German (native)
English
French (basic)

Projects

- 2010 - 2011 „ActorXImport“: Maya plug-in to import mesh files and animations from the Unreal Engine
- 2008 - 2009 „Concept and Design of a generic asset pipeline for 3D games“ (master's thesis): Sample implementation with Maya plug-ins and conditioner for COLLADA Refinery
- 2008 „Gorge“, 2D-game with prerendered 3D graphics:
Visual design, character design, modeling, rigging and animation
- 2008 „LZ129 Hindenburg“, preproduction for an interactive tour through the airship based on Valve's Source Engine:
Research of the relevant original blueprints and data, UI concept und prototyping
- 2008 „CaptAncestor“, Third-Person CTF based on Cogaen (developed at University of Applied Sciences Hagenberg) and Ogre3d:
Level design and environment modeling, character design, modeling, rigging and animation, lightmap baking, development of content pipeline
- 2007 „Skulptur nach Skulptur“, interactive sculpture exhibition based on Valve's Source Engine:
Level design and environment modeling, 3D sculpting, overhaul of the featured sculptures (polygon count, texturing, shading), engine integration of the contents
- 2007 „Web Kick“, round based Flash game with prerendered 3D graphics:
Character design, modeling, rigging and posing, rendering
- 2007 Gameplay teaser video for an unannounced adventure game:
Additional modeling, secondary animations, dynamics, rendering, compositing
- 2007 Prototype for an unannounced puzzle game:
Level design, environment modeling texturing and pipeline development
- 2006 „Daedalus“, FPS with role playing elements based on Valve's Source Engine:
Level design and environment modeling, engine integration of all assets
- 2006 „EVANE“, 2D vertical scrolling shooter based on HGE (Haaf's Game Engine):
Modeling of Objects, gameplay programming

Additional projects

- 2006 Opening trailer for Mediengala 2006:
Modeling and animation
- 2006 „The Birthday Massacre - Happy Birthday“, music video:
Acting, editing, compositing
- 2004 „Kollegstufe“, yearbook:
Design und layout, photo editing, redactional content
- 2001 - 2004 „Sendereif“, monthly radio show at the local station „Radio Prima 1“:
Writing features and moderations, recording and editing of segments
- 2003 „UEBER|MENSCHEN - eine Inspektion“, radio play promoted by BLM and JFF („In eigener Regie“):
Script, voice acting, recording and editing
- 2002 „Schattenseiten“, radio play promoted by BLM and JFF („In eigener Regie“):
Recording and editing