



CURRICULUM VITAE

MARIE-CHRISTIN AUFINGER, MA

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KEY COMPETENCIES AND SKILLS

- Graphic Design (*Editorial, Logos, Illustration, Art Direction*)
- Illustration
- Concept Art and Visual Development
- 3D Art (Modeling, Texturing / Look Development)
- Project Management and Producing of creative projects (*Animation, Movies, Games*)

SOFTWARE SKILLS

Adobe Photoshop	Blender
Adobe Creative Suite	Unity
Autodesk Maya	Mari
Pixologic ZBrush	Marvelous Designer
Substance Painter	Speedtree
Substance Designer	Office management software (Word, Excel)
Unreal Engine	
Houdini	

PROFILE SUMMARY

A motivated and passionate artist currently looking for opportunities to gain experience in creative industry. Possessing the artistic expertise and technical ability required to create visually appealing content requested by clients. Fast learner and hard worker with a trained eye for details and visual storytelling.

AWARDS

All Awards for the animation short
»The Last Invention«

- ADC Talent Award 2022 Bronze
- Young Ones Student Award Silver 2022

- Best Sci-Fi / Mystery / Fantasy Austria 2021
- Short of the Year Summer 2021 - Special Jury Mention

REFERENCES

Find my references on the next pages as well as below.



EDUCATION

University of Applied Science Salzburg

(course MultiMediaArt, specialization in computer animation)

Puch bei Hallein, Salzburg

Bachelor of Arts in MultiMediaArt

(Specialization in computer animation)

2018 – 2021

Completed coursework in Major Includes:

- Introduction to 3D Animation
- MultiMediaProject 1 & 2
- Media history & analysis 3D Animation
- Introduction to 3D Animation 2
- Game Studies & Game Design 1 & 2
- Concept Art & Visual Development
- Animation Fundamentals
- 3D Animation 1 & 2
- Characters & Effects 1 & 2
- Digital Visual Effects
- GameArt
- Compositing
- Producing 1 & 2

Masters of Arts in MultiMediaArt

(Specialization in computer animation)

2021 – January 2024

Completed coursework in Major Includes:

- Art History 1 & 2
- Advanced CG Production 1 - 3
- Emerging CG Topics 1
- Procedural Environments 1 - 3
- Interactive Environments 1 - 3
- Game Analysis

Higher Technical Institute

Graz-Ortweinschule

(specialization in graphic and communication design)

Graz

High School and graphic design Diploma

2013 – 2018

Activities: Took part in several traditional art exhibitions. Worked as a freelancer for small and local businesses or private individuals.

EMPLOYMENT HISTORY

University of Applied Sciences

Puch bei Hallein, Austria

Social Media Content Producer

July 2022 – July 2023 – [Reference](#)

Responsible for the social media appearance of the creative technologies department. Planning content strategies and ideas as well as producing content and keeping up with trends. Especially for Instagram and TikTok.

Klimavolksbegehren

(Climate Protection Organization)

Austria

Volunteering Illustrator, Graphic Designer and Social Media Content Producer

since August 2021 – [Reference](#)

I am responsible for illustrations, graphic design, video content and communication strategies mostly for their social media.

Pixelplit GmbH & Co. KG

Frankfurt, Germany

part-time 3D-Generalist

January 2021 – June 2023 – [Reference](#)

Internship as 3D/2D artist

September – December 2020

modeling and texturing game assets for their horror game »REVEIL«; visual development for assets and levels; key visuals for levels, producing posters and logo designs; modeling, texturing and rigging game characters

e3 Media House

Kitzbühel, Austria

part-time graphic designer

March – December 2020

Producing logo designs, redesigning and designing brand identity, making editorial designs, making illustrations as well as 3D visualizations and 2D animation

Moodley

Graz, Austria

graphic design internship

July/August 2018 – July 2017 – July 2016

Worked as a graphic design intern over the summer holidays. Contributed to design concepts in relation to logos, advertisements, illustrations and photo shootings.

University of Applied Science Campus 02

Graz, Austria

graphic design internship – August 2017

Achieved an internship for talented people of the University of Applied Science Campus 02 in Graz. Creating concepts and games for children with science themes as educational gaming.

Medienfabrik Graz – Graz

graphic design internship – July 2015

Worked as a graphic design intern and got insight in the printing process. Helped and checked print data and creating concepts for different designs for the company.

PROJECTS

The Last Invention – Animation Short

Project Manager, 3D Generalist, Concept Artist and Graphic Designer
Feb. 2020–May 2021

[Reference](#)

In this project I was the producer and responsible for managing the project, creating concept art (character, environment) as well as a storyboard in the pre-production and work on several different tasks as a 3D generalist such as Layout, Lighting, Modelling and Texturing. Furthermore I also designed the logo and credits.

Zukunftsallianz / Klimavolksbegehren – Rebranding

Art Director, Graphic Designer
Jänner 2024 – Jetzt

[Reference](#)

For the launch of the new kampagne of »Klimavolksbegehren« titled »Zukunftsallianz« I was responsible for the whole rebranding, so it would still be connected to the visual design of the KVB but also have a own identity.

Postea – Animation Short

Concept Artist, Texture Artist and Assistant Producer
March. 2022–May 2023

[Reference](#)

I was responsible for the character design / costume design of an upcoming animation short „Postea“ made in Unreal Engine. I also worked on the texturing of hero assets as well as the costume. In the early pre-production I worked as an assistant project manager.

Adulting – Interactive Visual Novel

Vis Dev Artist, Art Direction, Project Management, Game Programing & Social Media Manager
Jan. 2022 – Mai 2023

[Reference](#)

[Social Media](#)

For „Adulting“, a interactive visual novel, I am the project lead and manager as well as art director. I am responsible for different visual development tasks eg early explorative character design sketches, environment designs and specify the overall look and feel. I also came up with the inital idea and concept. Furthermore I also modell and texture various 3D assets as well as producing 2D assets. The project is created in Unreal Engine and some game aspects are build with blueprints by me. Escpecially for producing it is a very interesting project since it involves 15 people and various different apartments like graphic design, computeranimation, game development, web development and audio. Social Media Content Planning and Management is also one of my responsibilities.

Arms Wide Open – Social Spot

Assistant Producer
Mai 2022 – Feb. 2023

[Reference](#)

For the social commercial „Arms Wide Open“ I was an Assistant Project Manager. My tasks were mainly contacting possible sponsors, planning for the shooting days and funding.

Xanh – Animation Short

Illustrator
Aug. 2021 – Sept. 2021

[Reference](#)

I was asked to help out the student project „Xanh“ which is a 2D animated short of the Filmakademie Baden-Württemberg. I was responsible for illustrating various 2D assets which later got animated.