

Curriculum Vitae

Personel Details

Name: Alexander Rotter
Adress: Im Münchfeld 31
55122 Mainz
Mobile: 0162 / 944 855 7
E-Mail: Alexander.Rotter@hotmail.de
Date of birth, Place of birth: 23. August 1986, Darmstadt

Work Experience

November – August 2016

Ubisoft BlueByte, Mainz

3D Animator

Projects:

„Anno 2205“

„ Might and Magic Heroes Online“

„ Champions of Anteria“

Unannounced Projekt

March 2011 - October 2013

Noumena Studios, Berlin

3D Animator

Project:

„The Dark Eye: Demonicon“

2016 – present

lecturer at „Designhochschule Leipzig/Schwerin“

2014 – present

lecturer at Games Academy Frankfurt

2015

lecturer at SRH Hochschule Heidelberg

Education and Qualification

October. 2009 – October. 2010	academic studies as a Game Artist at the Games Academy Frankfurt am Main
October. 2008 – October. 2009	academic studies as a Game Designer at the Games Academy Frankfurt am Main
2004 – 2006	final secondary-school examination at the Bertha- von-Suttner- Schule in Mörfelden - Walldorf
2004	General Certificate of Secondary Education

Skills/Abilities

3D Animation (Autodesk Maya, Autodesk 3ds Max)
Rigging/Skinning (Autodesk Max, Autodesk 3ds Max)
3D Modeling (Autodesk 3ds Max, Autodesk Maya)
Adobe Photoshop
Adobe Lightroom
Hansoft
Scrum
SVN

Languages

German (native)
English (fluent)
French (basics)

Mainz , 17.10.2016



(Alexander Rotter)