

## Personal Information:

**Name:** Cornelius Hölz  
**Date of birth:** 25<sup>th</sup> June 1984  
**Address:** Baumannstr. 4, 88239 Wangen  
**cell phone:** at request  
**blog:** [www.kischisart.blogspot.com](http://www.kischisart.blogspot.com)  
**projekt:** [www.fragfist.com](http://www.fragfist.com)  
**web:** [www.kischisart.com](http://www.kischisart.com)  
**mail:** [cornelius@kischisart.com](mailto:cornelius@kischisart.com)  
**msn:** [cornelius@kischisart.com](mailto:cornelius@kischisart.com)  
**icq:** 295219698

## Education:

- (2008 - ...)** University of Applied Science Hamburg[HAW],  
studying illustration and kommunikational design
- (2004-2006)** Game-Art and Animation| Games Academy GmbH, Berlin
- (2003-2004)** Fernmeldebataillon 10| Heer, german army
- (2001-2003)** advanced technical college entrance qualification in  
information management| Kaufmännische Schule Wangen im  
Allgäu (BW) (Staatlich geprüfter Wirtschaftsassistent)

## Work Experience:

### **2D/3D Aritst at studentprojekt Fragfist**

I was responsible for: Keep of vision and style,  
drawing sketches and concepts,  
modeling and texturing one of the main cars and assets  
(props, buildings, weapons, cars),  
figuring out the functionality of weapons and balancing  
them, technical feedback and assist of driving  
behaviour for our programmer. Leveldesign.

## Skills and Atributes:

traditional and digital drawing/painting abilities  
good anatomical knowledge  
ability to work in a team  
ability to follow the concepts  
ability to learn new software quick

## Proficient in:

Adobe Photoshop cs3, Autodesk Maya 5-\*, PainterX, Pixologic Zbrush 2, Mudbox, Opencanvas 3-4, (Worldcraft)Valve Hammer Ed, CVS and a little of 3D Studio Max8 and Cinema 4d.

## References:

### Education

Felix Wittkopf

educational guidance

### **Games Academy GmbH**

Rungestrasse 20,

10179 Berlin, Germany

Phone: +49(0)30 29 77 91 20

Fax: +49(0)30 29 77 91 50

Website: <http://www.games-academy.de>