

BRUNOKRIPPAHL

GRAPHIC DESIGNER

Date of Birth: 01/Jul/1974

Address: Lisbon, Portugal

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PROFILE

I have been using computers for over 20 years, and have obtained an excellent knowledge in all areas of design, computers, and digital art in general. I strive to keep evolving and adapting, and can jump easily from being a web designer, to print designer, to illustrator, to 3D artist.

EXPERIENCE

Web/Multimedia Designer - 2014 to present day, Elgin

Layout and interface design for traffic management applications. Production of 3D models and animations for video.

Teacher - 2012 to present day, Agrupamento de Escolas da Cidadela

I teach the Multimedia Technologies and PPM subjects, with special emphasis on video editing, post-production, animation, 3D and web.

Instructor - 2011 to present day, Flag Training Center / ETIC

Teaching Web Design, 3D, and Visual Design classes with special focus on software tools like Dreamweaver, 3ds Max and Photoshop.

Concept Artist - 2010 to 2012, Quirkafleeg

Concept art for game environments and characters. Concept, modeling and animation for the main cinematic sequence, as well as visual effects work. Overall look development and game interface design.

Web Designer - 2008 to 2010, Mr.Net Consulting

Designing web layouts and graphics. Building web pages in HTML, CSS, and Flash, and integrating in house developed content manager.

Game Artist - 2005 to 2008, Mr.Net Consulting / Dead Pixel Games

Designing 3D characters and environments. Modeling, texturing and animating, as well as integrating assets into several game engines. Designing and creating artwork and game interfaces.

Freelance Web and Print Designer - 2003 to 2005

Designing and developing web content in HTML e CSS, as well as designing for print in several formats and supports such as CD covers and inlays.

3D Modeler - 2002, Project Hypermedia, Universidade Nova de Lisboa

Modeling and texturing of 3D environments based on paintings by Edward Hopper, for use in augmented reality art gallery.

Freelance Illustrator - 1999 to 2002

Concept art and illustration. Projects include art for the Sack Armies board game by Tyranny Games, the RIFTS CCG by Palladium Books, and the book cover for the horror novel When the Autumn Moon is Bright, by Brian Easton.

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EDUCATION

Adobe Dreamweaver CS6 Certified Expert - 2013, Adobe Systems Incorporated
Teaching Credential - 2013, Government Issued (IEFP)
Autodesk Certified 3ds Max 8 Advanced - 2006, The Edge Digital Effects Training
Adobe Photoshop CS2 Certified Expert - 2005, Adobe Systems Incorporated
Graphic design degree - 2004, Faculdade de Belas-Artes da Universidade de Lisboa

SOFTWARE PROFICIENCY

I have extensive knowledge of many software applications in both Windows and Mac OS. Listed are those used on a regular basis:

Adobe Photoshop

I have been using Photoshop extensively since 1995 and consider myself to be an expert user. I am an Adobe Photoshop CS2 Certified Expert.

Adobe Dreamweaver

I have used several different HTML editors, but Dreamweaver is my main choice for building web pages, although I also often code by hand.

Autodesk 3ds Max

Max is my software of choice for 3D modeling and animation. I have an Autodesk Certified Advanced level in Max 8.

Autodesk Mudbox

I choose Mudbox for both organic and hard surface model detail. Mudbox was fundamental in the production of my illustration Jack in the Box, an award winning piece in the Digital Artist Awards 2009 competition.

Adobe Premiere

I use Premiere in all of my video projects. It is also one of the main video editing tools I teach in the Multimedia Technologies course.

Adobe After Effects

After Effects is an essential tool for visual effects and post-production work. I used it extensively in the cinematic sequences I created for the Deux Ex Machina 2 videogame, published by Automata.

PROGRAMMING

HTML5, CSS3

I am an experienced coder in both languages, having adopted the most recent versions HTML5 and CSS3 as the standard for web development projects.

ARTISTIC SKILLS

I have a traditional art background that includes pencil drawing and shading, watercolor and acrylic painting, as well as clay sculpting.