

Sebastian Rangger

TECHNICAL ARTIST



CURRICULUM VITAE

Passionate technical artist with profound cross-media knowledge. Currently freelancing at the Austrian animation studio *animations-and-more*, responsible for various 3d, VR & AR projects in Unity.

Professional Experience:

- **2012 - now** Freelance 3d Artist, programmer & web designer at *animations & more*
- **2009 - 2012** Emergency medical technician at the Samariterbund Feldkirch, first as civilian service and later as volunteer

Education:

- **2017** - Master of Arts in Arts and Design (MA) at University of Applied Sciences in Salzburg, passed with good success
- **2017** - Exchange Semester at APU Ritsumeikan in Japan, passed with merit
- **2014** - Bachelor of Arts in Arts and Design (BA) at University of Applied Sciences in Salzburg, passed with merit
- **2008** - Technical college for civil engineering in Vorarlberg, passed with merit
- **2007** - Start self-study of computer animation

Honors & Awards:

- **ADC 2017 "Junior Award" Bronze Nagel** - NIVA
- **ACGA 2016 "Best Game"** - NIVA
- **ACGA 2016 "Best Student Project"** - NIVA
- **SUBOTRON Live Pitch 2016 finalist** - NIVA
- **ACGA 2015 "Best Game"** - YoKaisho
- **animago 2014 "Best Game Design" finalist** - YoKaisho

Languages:

- **German** - native speaker
- **English** - proficient user (CAE - Level C1)
- **Japanese** - beginner (Genki 2 L16, ~200 Kanji)

Sebastian Rangger, MA

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