



CURRICULUM VITAE JAKOB VOGEL

PERSONAL DETAILS

I'm Jakob, an artist born in 1995, currently working on a better version of myself. I crave to develop worlds, characters and concepts. I spend most of my time visualising ideas in either 2D or 3D, in both traditional and digital media. I enjoy problem solving and am constantly looking to find new ways to create and improve. I love collaborating and working as part of a team.

I'm currently studying Multimedia Art, specialising in 3D animation, at the University of Applied Sciences in Salzburg.

EDUCATION

MultimediaArt University of Applied Sciences Salzburg

2014 - ongoing

Anticipated date of graduation 2018

Bachelor of Arts

Specialising in Computer Animation, courses include the full production of CG-Animation projects and games. Basics of Mediadesign, Filmmaking, and Audioproduction are also taught. Interdisciplinary projects are encouraged. Courses in Media and Culture Theory, Art history, creative Process, Project Management as well as related law are also part of the curriculum.

HTBLVA Spengergasse Vienna

2009 - 2014

Matura

Higher Technical school with a focus on Audiovisual Mediadesign and Animation. The Curriculum includes both theoretical and practical application of Mediadesign, 3D Animation, Filmmaking, Audioproduction as well as Art History.

SKILLS

- digital and traditional Illustration
- Concept Design
- Sketching
- Storyboarding
- 3D Concept Creation
- 3D Modeling / Sculpting
- Texturing
- Motion Graphics

CONTACT

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WORK EXPERIENCE

Digital Dreams

2017 Internship

Concept art internship in Utrecht (Netherlands). I was working on the design of the game-world and was responsible to create artwork to pitch the game to various publishers. I was also able to help with the general conception of the pitch as well as helping out on making the game prototype prettier.

HOBBIES

no life, just art

I spend most of my freetime drawing and painting, both using traditional and digital media.

In general I enjoy consuming all kinds of different media, Art Shows, Concerts, Films, Books and so on. A special interest lies in Philosophy, Fashion and Professional Wrestling. If I can make time for it I also try to create experimental electronic music/soundscapes.

I always try learning new things and try to broaden my horizon whenever there is a chance for it.

LANGUAGE

- german
- english

KNOWLEDGE

- Art History
- Animation History
- Film History
- Culture Theory
- Game Design