Simon Kramhöller

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Personal Details

Date of birth November 20, 1980
Nationality German
Marital status Single

Summary

- Wide range of artstyles, strong Photoshop and Spine skills
- 8 years of experience in mobile game developement
- Quick-wittedness
- Sociable, eloquent in English
- Experienced with Scrum process
- Enthusiastic about game developement

Work Experiences

10/2015 - 04/2016

Skilltree Studios GmbH, Berlin,Germany
Lead Artist

- Lead and support of the art team
- Support and realisation of the artistic vision of the game
- Design and graphical realisation of the UI/UX
- Creation and developement of visual and technical style guides for the art team and outsourcers
- Planning, creation and acceptance of the realisation and implementation of art assets
- Developement and optimisation of the art pipeline in cooperation with the other departments
- Creation of concept art and templates for the production
- Maintaining the documentation of the art department

04/2007 - 09/2015

www.handy-games.com GmbH, Giebelstadt,Germany
Senior Artist

- Covering whole range of graphical tasks (concept art, mockups, ingame assets, animations, UI designs, marketing assets, logo and icon design)
- Participation as artist on over 40 game titles. Including 2 games awarded „best mobile game“ - German Developer Prize
- Adaption of projects and styles defined by other artists
- Working with Scrum process
- Responsible for induction of new junior artists
- Solely graphical response for several projects

09/2003 - 02/2006

VENUS. Werbeagentur GmbH, Bogen, Germany
vocational training and following employment as mediadesigner

- Designing of websites, newsletters and various print products as well as logo designs and image corrections
- Support for business partners and strong client contact

Education

2003 - 2005	**„Berufsschule II Regensburg“** Higher secondary vocational school (vocational training as media-designer)
1998 - 2000	**„Fachoberschule Straubing“** Higher secondary vocational school (Subject: Design) higher education entrance qualification

Skills

· Photoshop	Strong skills by daily use
· Spine	Strong skills by daily use
· Texturepacker	Strong skills by daily use
· TortoiseHg/Mercurial	Very good skills by daily use
· Illustrator	Strong skills by (former) daily use
· 3D Studio Max	Basic skills by personal use and few professional use
· Gamemaker	Basic skills by personal use and few professional use
· ZBrush	Basic skills by personal use
· InDesign	Strong skills by (former) daily use
· Unreal Engine 4	Basic skills through last employment

Additional Skills

Languages	German (native speaker), English (fluent)
Coding	Very basic skills with actionscript and in adventure game studio (see my game „coderbattle - quest for the whole game“)

Hobbies/interests

Drawing, compuer- and videogames, pen & paper roleplaying games, comics, movies, ancient history

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Mobile Games I`ve been working on:

Smartphones (Android/iOS)

complete graphics (concepts, ingame and marketing assets)

Townsmen (7)	
Rocket Island	
Epic Battle Dude	
Happy Vikings	(including some levelscripting for Egypt update)
Super Dynamite Fishing	
Aporkalypse	
Aces of the Luftwaffe	
Shark or Die	
Infecct	

partial contribution

Devils & Demons	(concepts, intro, artworks, charakters, effects, logo, tilesets and objekts for some settings, partially leveldesign)
Casino Crime	(artwork, logo)
Cyberlords	(UI elements, icons)
IQ Knights	(continuing work of another artist)
Red Bull Flugtag	(UI, menuscreens)

J2ME

complete graphics (concepts, ingame and marketing assets)

Aces of the Luftwaffe 2	
AD 1066	
Anno Mobile	(based on assets of the Nintendo DS version) - German Developer Prize
Aporkalypse	
Bridgebloxx 2	
Devils & Demons	
Dr Kamasutra	
Dungeonlords Mobile	(game has never been released)
Dynamite Fishing	
Gothic-The beginning	(artwork and logo based on PC assets) - German Developer Prize
Hamster Hustle	(Yari exclusive and preinstalled)
Snowboard Rush	(Yari exclusive and preinstalled)
Red Bull Seifenkistenrennen	
Shark or die	
Voodomino	
World of Dice	

partial contribution

Aces of the Luftwaffe	(everything except tilesets)
Anarchy 2087	(tilesets, artwork, logo)
Casino Crime	(artwork, logo)
Cyberlords	(UI elements, icons)
Dynamite Fishing 2	(UI, menüscreens)
Litte Firefighter	(artwork, logo)
My Modeltrain 2	(tilesets, artwork)
Park or Die	(cars)
Parkplatzsex	(cars)
Red Bull Flugtag	(UI, menuscreens)
Sturmtrupp Mars	(everything except enemy units)
The Egyptians	(everything except buildings and units)

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