



**CV AND RELEVANT  
INFORMATION ON**

**JONAS SCHNEIDER  
AUGUST 2018**

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<http://jonas-illustrat.es/>

**Welcome to my CV. I am Jonas Schneider, M.Sc. in Games, born 21<sup>st</sup> of July 1988 and I currently reside Uferstr. 63a in 42699 Solingen, Germany.**

**I would love to work with you!**

**This document will list the different stages of my professional life, namely EDUCATION and EXPERIENCES.**

**It will also list all my SKILLS that are relevant to the job.**

**In addition to a short SUMMARY in which I elaborate why I want to work with you,**

**this cv ends with some RECOMMENDATIONS.**

**Everything that is underlined serves as a hyperlink to help sending you to the relevant places.**

**Thank you for your time!**

*Jonas Schneider*

## CURRICULUM VITAE

**I am passionate sculptor, designer and storyteller who loves to shape lines, volumes and words to create emotive experiences. Some things I learned on my own, others I learned with incredibly gifted people. Here are the stages of my journey that made me who I am:**

### EDUCATION

August 2016  
until July 2018

**M.Sc in Games at IT University Copenhagen.  
Grade 10.13**

"Combining play and purpose. Analysis and reflections on the possibilities and limitations of applying play to utilitarian applications."

September 2010  
until July 2016

**B.A. in Communication Design, HSD Düsseldorf.  
Grade 1.1**

"Not Afraid. Concept, research and visualisation of an experimental game to overcome fear."

Juli 2008

**Abitur, Graduation from Gymnasium Vogelsang Solingen.  
English and History. Grade 1.3**

### SKILLS

Proficient in **Maya, Unity, ZBrush**. As well as the **Adobe Suit** with special strength in **Photoshop, InDesign** and **Animate**.

### EXPERIENCE

February 2017  
until May 2018

**Step In Books, Copenhagen:**

Game designer and graphical artist in a small game studio.

April 2011  
until June 2016

**Selfemployed:**

Illustrator, graphic designer and animator for hire.

April 2014  
until May 2016

**Labor for Form and Structure at HSD Düsseldorf:**

Teaching Assistant responsible for 3D scan, 3D print and technical support for students of the different faculties.

August 2009  
until June 2016

**Diakonisches Werk Bethanien:**

Assistant nurse at a senior residence.

May 2010  
until March 2016

**Freie Evangelische Gemeinde Solingen Aufderhöhe:**

Two month internship followed by voluntary work preparing camps, workshops and weekly hang outs with 14 to 16 year old teenagers.

September 2009  
until February  
2010

**Vision Concept, Advertising Agency:**

Design, photography, image research and polish of print and web layouts.

September 2013  
September 2011

**Deutschlandstipendium**

Scholarship granted twice.

## **TECHNICAL SKILLS**

### **Adobe Suite CC for Windows and Mac**

Adobe Photoshop — very good  
Illustrator — average  
Animate CC — very good  
InDesign — very good  
Premiere — average

### **Maya for Windows**

retopology — very good  
Modeling — good  
UVing — average  
Quick Rig, HIK and Custom rigs — good  
Keyframes and Mocap animation — good  
Texturing — average

### **Unity 5.6 to 2018 for Windows**

Worldbuilding and asset implementation — very good  
Animation — good  
Shader Forge and Amplify Shader — average  
C# — 25% of "Complete C# Unity Developer 2D" course

### **ZBrush for Windows**

Sculpting — good but currently deepening

## **OTHER SKILLS**

Game Design — very good  
Art Direction — good  
Project Management — average  
Teaching — very good  
Passion and dedication — very good  
Team play — very good

## **SUMMARY**

I am a creative allrounder with a passion to give life to characters, regardless of shape, style and media.

As freelancer I work efficient and confident with a proven track record of finished and realized projects. Working in 3D is my passion, I am a self-taught sculptor and spent large parts of my studies as teaching assistant scanning analogue objects, manipulating and retopologizing data and preparing them for further production.

During my studies in Copenhagen and my work at Step In Books I had the opportunity to combine my passion for animation, modeling and rigging with my desire to create emotive and innovative game experiences.

I am used to the production workflow in small game productions and game jams, both leading teams or working for creative directors. My experience includes production for AR, VR and mobile devices. So I know I can be a valuable asset for your company, where I would be enabled to follow my passion of making characters come to life in strong and emotive game experiences!

July 11, 2018

## Letter of Recommendation for Jonas Schneider

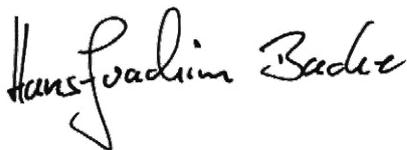
Dear Sir or Madam,

It is my pleasure to write a recommendation for Jonas Schneider. Jonas was my student at the IT University of Copenhagen. He attended a fair number of my classes, and I got to know him quite well, both as a young scholar and as a person. In both contexts, Jonas managed to leave a lasting (and thoroughly positive) impression.

Jonas was a standout student in the classroom. His contributions to discussions and papers always managed to combine great sensibility for fascinating topics with innovative thinking and experimental methods. His abilities as a visual artist, his dedication to his studies, and his intelligence are matched by a thoroughly friendly personality, which made him reliably one of the most valued members of any group he was part of. The projects Jonas participated in always managed to combine social awareness with stunning visuals and strongly emotive qualities, a somewhat rare combination of traits in my experience. His scholarly efforts, while not the center of his profile, were always equally compelling and indicators of ambition and analytic capabilities.

Jonas would be an asset to every game development or design team. But more than that, given some opportunity to further develop his talents, Jonas would be an excellent teacher or scholar. He is hard-working, imaginative, and personally pleasant, and will contribute positively to any given work environment. I would wholeheartedly recommend him for both advanced game design and visual artist roles, as well as any research or administration position in the culture sector.

Sincerely,



Dr. Hans-Joachim Backe  
Associate Professor  
Center for Computer Game Research  
Treasurer for Europe and Africa, International Comparative Literature Association

To Whom it May Concern,

During the time between **27th of February 2017 and May 1st 2018** we had the pleasure of having **Jonas Schneider** employed at Step In Books fulfilling the roles as both **game designer** and **graphical artist**. Jonas has been a very attentive, skilled, and pleasant co-worker and has among day-to-day graphical tasks for print, web, and various kinds of presentations, contributed in working on the following games and productions in their representative stages of development:

**Project: ODYSSEY**

Tasks: Creative concept development, UI design, Unity research, visual prototyping and evaluation, presentation preparations and material development for client meetings.

**Project: Mur - a step in book & VR experience**

Tasks: Assistance in converting the existing app to function as a VR experience by focusing on game design, input design, and embedding three-dimensional animated visuals to illustrate the player's hands within the experience and to interact with the virtual world.

**Project: Little Alice**

Tasks: Concept developing, work on game design documents and funding applications. Work on design, world building, and animation for VR and AR prototypes, book and poster design / layout for print.

Jonas has a very solid expertise in a broad range of topics relevant for concept phases as well as development phases within game productions. When brainstorming and doing concept development for new and existing projects, Jonas initiated innovative solutions and saw possibilities instead of limitations. He always mastered his work area comprehensively and often had creative ideas and found artistic yet pragmatic solutions, which was highly appreciated and added great value to the projects. He did every planned task according to schedule and used his skills to solve his tasks very efficiently. He pursued the agreed goals sustainably while still trying his best to help his colleagues wherever possible. He had a sure sense for the important and even in situations with high workload he proved to be resilient and pursued his work in a goal-oriented manner.

It has been a great pleasure having him as part of our team and I can highly recommend Jonas for any future role within game development or graphical design.

**Camilla Jaller**

Digital Producer

