

Curriculum VITAE

I am **LEGION**

think [design, develop & publish]



Jan **STALDER**

I do **MAGIC**

3D visualisation & gamedesign



PERSONAL SUMMARY

Hi, my name is Jan. I am a creative, versatile personality with many interests & capabilities besides my everlasting love for 3D & digital content in all areas.

Name **Jan Stalder**
Date of Birth **20.07.1990**
Nationality **Swiss**
Languages **German, English**

SKILL SET



DIGITAL TOOLS

Maya | 3ds Max | Cinema 4D | **Rhino** | Modo | Blender | **Marvelous Designer**
V-Ray | Arnold | **Mental Ray** | Corona Renderer | **Keyshot** | Cycles
Perforce | GIT | **Trello** | Jira | **Confluence**

ZBrush | Mudbox | **Allegorithmic Substance** | Quixel
Photoshop | InDesign | Illustrator | **AfterFX** | **PremierePro** | Bridge
Unreal Engine 4 | Unity3D | **HTML 5** | PHP | **CSS** | Javascript

EXPERIENCE

3D Artist Freelance

Omega Skies LLC & Artificial Mass Studios | September 2019 - Present

Game-mechanic design | 3D assets | texturing | rigging | animation.
Design & project management for several artist divisions.

3D Artist | Technical Artist

Pixelmolkerei AG | May 2017 - September 2019

3D assets creation incl. UV | texturing | shading | rendering | animation.
Developing medical VR education applications in Unity3D.

Senior IT Consultant & Frontend Webdesigner

Nantys AG | September 2015 - April 2017

Manage & create the infrastructure | software | support | education
event management | web presence & psychological online tests.

Senior IT Consultant & Marketing Consultant

Microtest AG | September 2012 - August 2015

Manage & create the infrastructure | software | support | education
designing flyers | prospects | catalogues & applications.

Electrician Freelance

Famec AG | December 2011 - May 2012

Developing electric installation concepts for entire buildings.
Managing, purchasing goods & executing the concepts.

Poly-mechanic

Famec AG & Pamasol AG | August 2008 - December 2011

Operating & maintaining the CNC machines | conventional milling
handling logistics & driving the forklift.

EDUCATION

Diploma GameArt & Design

SAE Zürich | September 2014 - October 2016

Educated in creating 3D meshes | sculptings | textures | rigging | animation &
environments for rendering & game engines. 93 of 100 % graduated.

Internship 3D Assistant

Id-ee GmbH | December 2014 - February 2015

3D asset creation | texturing | rigging | sculpting | rendering & shading.
Maintaining the renderfarm and photo editing.

Swiss Military

VBS | May 2012 - September 2012

Transport & supply of the troops. Coordinate meal plans &
calculations. Leading the kitchen team.

Apprenticeship Automation Engineer

SBB & w.frei AG | August 2007 - May 2009

Electronic circuit schematic development and implementation.
Unfortunately I had to drop out due to family problems.

Secondary School

OSZ Kaltbrunn | August 2003 - August 2007

Basic Education. Repeated one year.

Primary School

Public School Freienbach SZ | August 1997 - August 2003

Basic Education.

I am LEGION

For we are many.

I do MAGIC

So, I'm a wizard then?



janstaller.ch
digital wizard