

HOLGER WURST

Graphic designer | Resume

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Berlin, Germany

Work experience

- **UI/UX Designer**
Since 02/2015 [Wooga GmbH | Berlin, Germany](#)
Working on the UI for the mobile game "Agent Alice".
- **Graphic Designer**
Since 01/2013 [Freelance | Berlin, Germany](#)
Doing graphic designs for projects of various scale (UI/UX, web and print).
- **Graphic Designer**
04/2014 - 09/2014 [Infernum Productions AG | Berlin, Germany](#)
Designing promotional assets and websites for the MMO "Dragon's Prophet", "Brick Force" and "Hazard Ops". But also flyers, booklets, billboards and more advertising media.
- **Senior Artist**
01/2013 - 12/2009 [Promotion Software GmbH | Potsdam, Germany](#)
The position of a senior artist included project management and team leading tasks of the design department. Ultimately I have been head of art of up to eight other great designers in my team.

Education

- **School of Audio Engineering**
05/2007 - 05/2005 [Stuttgart, Germany](#)
Digital film / animation. Visual effects.
Final project: "How to write a screen-play". I graduated with diploma.
- **Gottlieb-Daimler-Schule**
07/2003 - 07/1999 [Technisches Gymnasium | Sindelfingen, Germany](#)
Main subjects german and engineering.
I graduated with "Fachgebundener Hochschulreife".

Skillset

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|---------------|--------|----------|--------|------------------|--------|
| Photoshop | ●●●●●● | Premiere | ●●●●●● | English | ●●●●●● |
| Illustrator | ●●●●●● | Indesign | ●●●●●● | German | ●●●●●● |
| 3D Studio Max | ●●●●●● | Flash | ●●●●●● | Tech. writing | ●●●●●● |
| After Effects | ●●●●●● | Unity 3D | ●●●●●● | Creative writing | ●●●●●● |

Awards

- 04/2013 Deutscher Computerspielpreis (Best Serious Game)
- 06/2011 Der weiße Elefant
- 03/2010 Serious Games Award in Gold
- 10/2009 Tommy - Deutscher Kindersoftwarepreis (2nd place)

Hobbys

Cooking | drawing | camping and hiking | playing the acoustic guitar