CURRICULUM VITAE



Name: Mag. (FH) Jürgen Brunner

Date of birth: 17.09.1981

Adress: Sigmund Thun Straße 16

5400 Hallein | Austria

Phone: AT +43 (0) 660 55 20 800

DT +49(0) 176 98 38 4351

Skype: knownasjot

Web: <u>www.ilikescifi.com</u>
Email: contact@ilikescifi.com

ILIKESCIFI Games (Salzburg, Munich) 2014 - Now Independent Game developer & Musician (www.ilikescifi.com)

University of applied sciences (Salzburg) 2014 - Now Freelance lecturer - games department

Rarebyte (Vienna) 2015 - Now Freelance videogame sound design

Red Bull (Fuschl) 2014 – Now Freelance tech tutorial video editor

Chimera Entertainment (Munich) 2012 - 2014 Unity 3D tech-artist, Level & Game Design

Mediacreation (Salzburg) 2011 - 2012 Freelancer music & sfx

IGF (Salzburg) October – January 2011, part time Sound recording for the Xbox 360 speech recognition software

Toihaus theatre (Salzburg) 2012, part time Foyer installations

PELS – University of applied sciences (Salzburg) 2011 Junior researcher at the Pervasive Entertainment Lab

Bupp (Vienna) 2005-2010, part time Videogame tester

Snoot FX (Hollywood/ Los Angeles) Internship August - December 2008 3d artist for 2 feature films (Bunraku, Battle for Terra 3D)

Wiberg (Salzburg) 2007 - 2008, part time Level design, music & sound creation for a web game (<u>www.aceofmace.com</u>)

S & P (Innsbruck) 2007, part time Low poly modelling & texturing (aircrafts)

Gin (Vienna) 2004 - 2005, part time Personal assistant for people with schizophrenia

Education

2005 - 2010, **Multi Media Art**University of applied sciences
Main courses: 3D, Audio & Game design
Graduated cum laude in spring '10

2002 - 2005, **Psychology** University of Vienna

2000 - 2001, **BBRZ** Linz, Social service Working with handicapped people

1996 - 2000, **Borg** Gymnasium for natural science

Awards / Nominations

Deutscher Computerspielpreis (2015)

Nomination @ Chimera Entertainment - Bernd das Brot

Deutscher Computerspielpreis (2013)

Award @ Chimera Entertainment - Word Wonders

Content Award Vienna (2010)

Physics Jump `n' Run "Pitiri 1977"

Red Dot Award (2010)

Flash game "Ace of mace"

Netdays Multimedia Award (2010)

3d short "System"

Impulse Xs Sponsorship (2010)

Jump n Run Project "Pitiri 1977"

Adobe site of the day (2009)

Flash game "Ace of mace"

Fwa site of the day (2009)

Flash game "Ace of mace"

Europrix Multimedia Award, category "games" (2008)

Flash game "Ace of mace"

Projects @ Rarebyte

Paysafecard Spaceman (2015, Sound design)
Paysafecard Duel (2015, Sound design)
Paysafecard Arcade (2015, Tech Art & Sound design)

Pitiri 1977 (2010 – 2014) Award winning platformer, released on Steam ILIKESCIFI Games (My part: Project lead, Development, Game design, Music, Sfx)

Getting started with Fusion (2014)

Author of a tutorial book about clickteam fusion

Projects @ Chimera Entertainment

Mystery of Neuschwanstein Pc– Boxed title (2014, Tech Art & Game design) Bernd das Brot Pc – Boxed title (2014, Tech Art & Level design) Bloodstroke iOS (2014, Tech Art) Netwars iOS (2014, Tech Art & Game Design) Word Wonders iOS (2012, Game Design)

DayZ – Offline Map (2013) iPhone App for DayZ

ILIKESCIFI Games (My part: Everything)

2on1 Airfight (2012) iPhone 2 Player flight game

ILIKESCIFI Games (My part: Everything)

Stromfeld (2012) iPhone Top down shooter ILIKESCIFI Games (My part: Everything)

1.21 Gigawatts (2011) Kinect Hack ILIKESCIFI Games (My part: Everything)

Ace of Mace (2009) Award winning Flash Game

My part: Level design, Music, Sfx

Creative Skills

Audio

Steinberg Cubase, Wavelab, Native Instruments bundle, Propellerhead Reason Instruments: Guitar, singing, bass, drums, piano, blues harp

Game

Clickteam Fusion Developer, Unity 3D

3D/Video/Other

Adobe Suite (Photoshop, Premiere, etc.), Autodesk Maya

Language

German (mother tongue), English (fluent)

Hobbies

Everything about making music or playing in a band, Developing or playing video games, Arts, Surfing, Snowboarding, Cinema, Family & Friends