

Curriculum Vitae



Ivana Mueller

Eduard-Roeschstraße.8A
2000 Stockerau/Vienna
AUSTRIA

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.Personal Information

Name Ivana Mueller
Birth date 1987.06.10
Birthplace Pressburg
Nationality Slovak Republic

.Education

1994 – 1998 Primary School Stockerau
1998 – 2006 Grammar School Stockerau – Focus on languages
2006 – estim. 2009 Salzburg University of Applied Sciences
[Multi Media Art]

Graduation A-Levels concluded on 2006.06.02

Current Apprenticeship Focus: 3D-Animation, Game Design

.Special Skills

Animation

Autodesk Maya
ZBrush
Macromedia Flash
Toon Boom Studio

Graphic Design

Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe AfterEffects
Apple Final Cut Pro
Meta Creations – Painter Classic
Corel Painter

Sound Design

Steinberg Media Wavelab
Propellerhead Reason

Programming

Macromedia Dreamweaver
HTML, CSS, ActionScript

Other

MS – Office

[PC and Mac]

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.Language Skills

German	[Native language]
Slovak	[Native language]
English	[Graduation, A-Levels]
French	[6 years, Grammar School Stockerau]
Spanish	[3 years, Grammar School Stockerau]
Latin	[4 years, Grammar School Stockerau]
Czech	[in speech and writing]
Japanese	[Basics]
2005	Attended French language school <i>Alpha.B – Institute Linguistique</i>
2006	Attended English language courses at <i>!Biku</i> [Rhetoric, Career, Business, Advertising]
2008	Japanese language course [College of further Education Traunstein]

.Interests

Drawing	[Concept Art, Storyboarding, Character Design]
Karate	[6 years, Karate Goju Ryu Jundokan]
Piano	[11 years, College of Music, Jazzband]
Ballet	[7 years, College of Music]
Sport	[Skiing, Snowboarding, Tennis, Surfing]

Publication of the School Magazine

.Vocational Experiences

Larian Studios	– Art Department: 2D / 3D; Xbox360 Interface, 2008 [Divinity II: Ego Draconis]
BPh - Building Physics	[Design Department], 2007
Character Design	– Das Schwarze Auge [Role Play Game], 2007
Genetic Research, Gen Au [Tissue Micro Arrays]	– Summerschool 2004, AKH Wien – Project by Prof. Dr Martin Schreiber