

## CURRICULUM VITAE

# CREATIVE PIXELS

Marc Sodermanns  
Flat3, 35 Springfield Road  
GU1 4DW Guildford  
United Kingdom

+ 44 74 98 201 747  
mail@creative-pixels.net

[www.creative-pixels.net](http://www.creative-pixels.net)

# CURRICULUM VITAE

## Personal Details

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**Date of Birth:** 10.September 1982 in Würselen, Germany  
**Marital Status:** unmarried

## Internships/professional experience

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**01/2019 – today**

### **Electronic Arts, Ghost Studio**

Position: Senior UI/UX Designer

- User Experience Design for Need for Speed Heat
- Interface Design
- Wireframe layouts & Prototype creation
- User Experience Research and testing

**12/2019 – today**

### **Games Academy™ Berlin**

Position: Guest Lecturer

- Art Direction
- After Effects

**03/2009 – today**

### **Creative Pixels**

Position: Freelancer

- Motion Graphics ( including ARD, NDR, DB, ZDF, EMI)
- Game Design (Cooperation with Brainmonster Games, TGC)
- 2D/3D Animation
- Print Design
- Web Design
- Illustration

**01/2018 – 11/2018**

### **Digamore Entertainment GmbH**

Position: Senior UI/UX Designer

- Interface Design for Football Empire
- User Experience Design
- Wireframe layouts & Prototype creation
- Screen & Web design

**06/2016 – 12/2017**

### **Palmer Hargreaves GmbH**

Position: Art Director Digital

- Interface Design
- User Experience Design
- Wireframe layouts & Prototype creation
- Screen & Web design
- Print Design
- Motion Design

**09/2014 – 05/2016**

**Ubisoft Studio Mainz**

Position: Technical UI Designer

- Interface Design for Might & Magic Heroes Online & Skull and Bones
- User Experience Design
- Wireframe layouts & Prototype creation
- MockUps and Screen design
- User flow diagrams

**10/2012 – 11/2014**

**Funatics Software GmbH**

Position: Game Designer/ Interface Designer

- Game Design (Cultures Online, UFO Online)
- Interface Design for Browsergames/Apps
- User Experience Design
- Game Balancing
- Corporate Design

**06/2011 – 09/2012**

**Capture-MM**

Position: Lead VFX-Artist / Interface Designer

- Producing Motion Graphics
- Interface Design for iPad Applications
- Print Design
- Web Design
- Illustration

**02/2008 – 06/2009**

**Tsunami GmbH**

Position: Motion Graphics Designer

- Motion-Graphics and broadcast post production
- Production of broadcasting- and print-designs
- Graphic Design (b2b,b2c), exhibition design

**09/2006 – 02/2007**

**Grey Worldwide**

Position: Grafik Designer, internship

- Producing broadcasting- und print-designs
- working in creative department
- Producing various layouts
- Post production

**10/2005 – 02/2006**

**n-tv Nachrichtensender**

Position: Grafik Designer , internship

- Web Design (banners)
- Web layouts for www.n-tv.de
- Producing broadcasting- und print-designs

**08/2005 – 10/2005**

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Position: Grafik Designer, internship

- Production of flyer/booklets, inkl. prepress
- Layout and imageediting
- Graphic Design (b2b, b2c)

## Qualifications

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<b>03/2010 – 03/2011</b>	Scholarship for Game Design at the Games Academy in Frankfurt am Main
<b>2003</b>	3-week linguistic Course in Los Angeles, California USA
<b>2001</b>	4-week linguistic course in Fort Lauderdale, Florida USA
<b>2000</b>	3-month Visite in a Public School in Taunton, England

## Education

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<b>2004 - 2008</b>	Study at Aachen Applied Sciences Visual Communications, Diploma degree
<b>2007</b>	6-months study at RMIT University Melbourne, Australia Game Design, Media Design, Media Cultures und 3D Animation
<b>2002</b>	High School - Integrierte Gesamtschule in Bonn, A-Level

## Additional Qualifications and interests

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### Languages

German - native speaker  
English - fluent spoken and written  
Dutch - fluent spoken and written

### Computer Skills

Microsoft Office (Word, Excel, Powerpoint, Project)  
Adobe (Photoshop, XD, Flash, Illustrator, InDesign, Premiere, After Effects, Dreamweaver)  
Wireframe and Prototype tools (balsamiq, Acrobat, Proto.io, Axure) Final Cut Pro, 3D (Maya, 3D Studio Max), Unity3D, Anvil and Frostbite Engine

### Hobbies and Interests

PC- and video games, literature, comics, movies, board games and role-playing games, design, sport, art, music, travel, cooking