



Christoph Uiberacker

illustration / animation / game-dev

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I love telling stories— be it with comics/manga, or within my games or films.



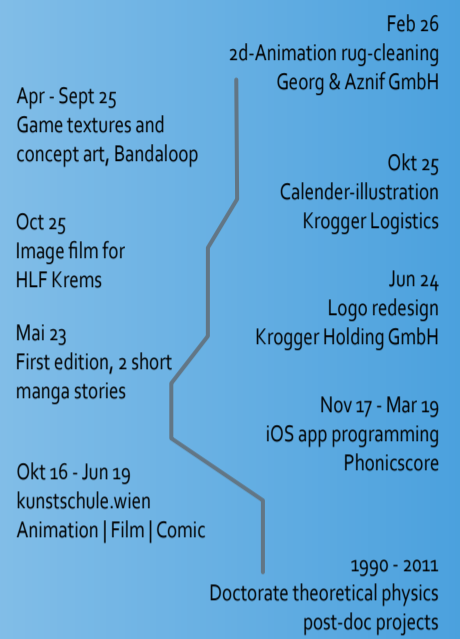
Plot development and **scriptwriting** for games, film, and comics/manga. Structured and clear messages.

Passionate illustrator: traditional and digital, 3D modelling; character development, storyboards/animatics.

Games: texture painting, story and design, indie game project „RollaBall“

Film, Animation: image films. Stop-motion and rigged 2D animation. 3D basic knowledge.

Programming experience: Unity/C#, Python, C++, TypeScript/JavaScript, WebGL, HTML



Moho 14



Illustrator, PS



Unity



After Effects



Maya/Blender

Very good skills in English (2y NYU), je parle français, y un poco de español!



About me

On one hand, I have an analytical, scientific way of thinking; on the other hand, there is the creative side.

My passion is telling stories and looking at things from many different angles.

Whether through [comics and manga](#), [film](#), [animation](#) oder [animated computer graphics](#).

Work done? Then I like to read a book or grab my guitar and head to rehearsal with [SoundpiX](#). Or I go jogging as well as do other sports.

What's my background? I completed a PhD in theoretical physics and worked for 15 years in international research.

Along the way, I learned professional programming.

Check out my portfolio and [showreel](#):

