

Portfolio

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Game Art
Illustration
Animation



Concept Art for games

Canvas of Thought is a 2D game about a young girl with autism. From the briefing:

- The main character Evi: is 13, casual wear, Tshirt, Hair length medium, natural
- The style: light dreamy watercolors, a little into Manga/Anime



First sketch with colors

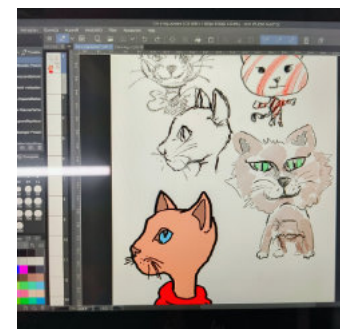


Portrait and poses of "Evi", 2025

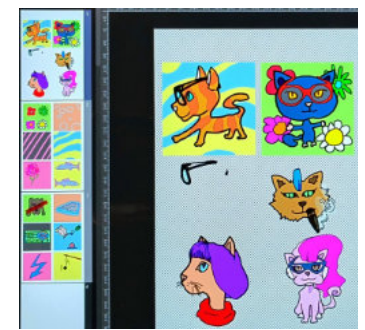
Inspirations for color and style.



Playground items, 2025

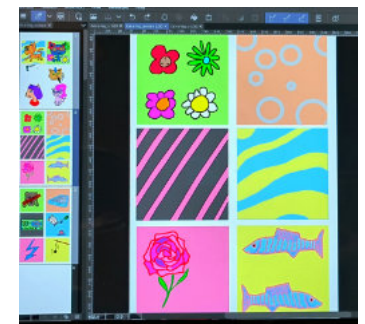


Sketch and finished avatars

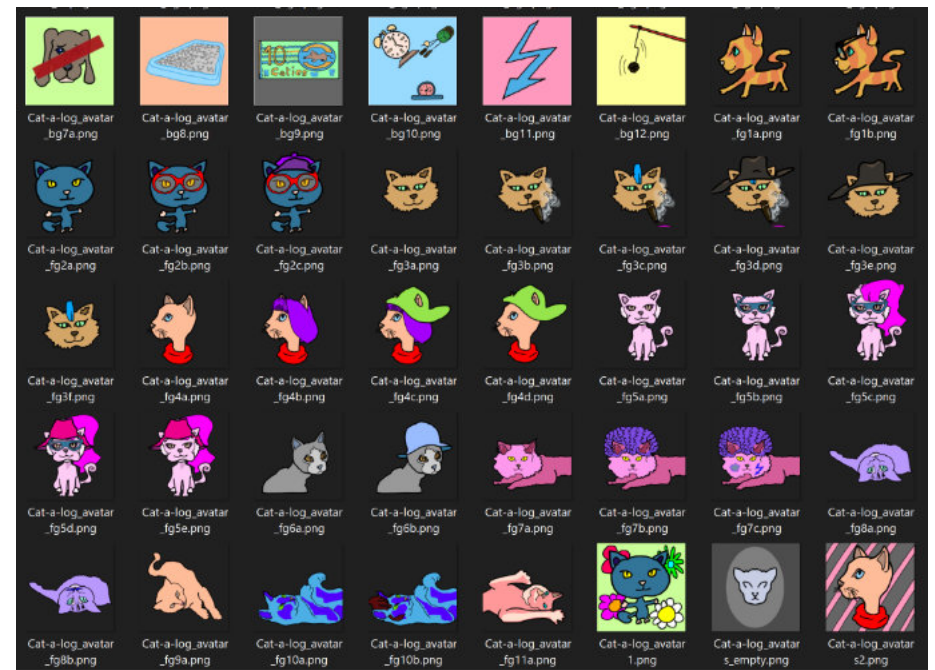


Game-jam "Truth, lies and democracy" at Belvedere21, Vienna/Austria, Oct 2025

Game "SoCat" (about a social media network with cat avatars)

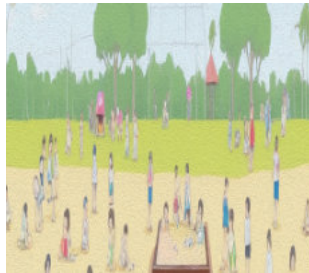


finished backgrounds

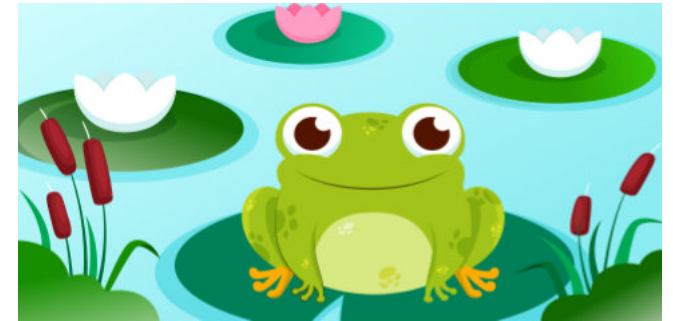


Game art: textures

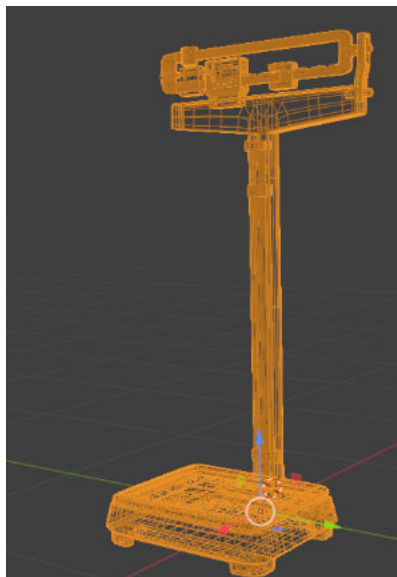
Inspirations (AI generated) for wall textures,
minigame "frog leap" and "playground"



Horror escape room game
"Plaything", Bandaloo
Studio, 2025 - check on
[steam](#)



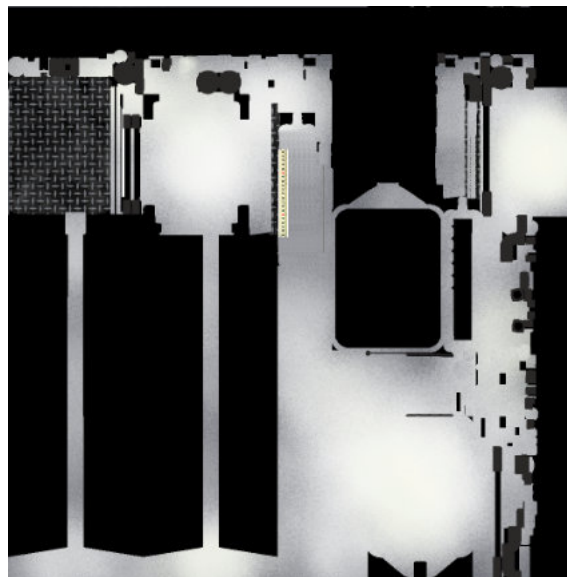
Final wall textures as vector
graphics illustration



3D Model for the scale in
Plaything



Material for
the rubber
mat



Texture painting with rubber material
and scale



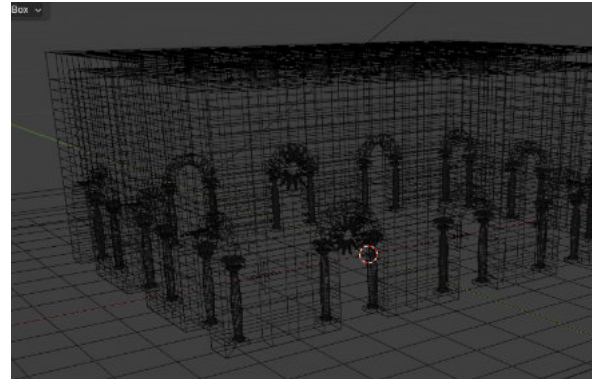
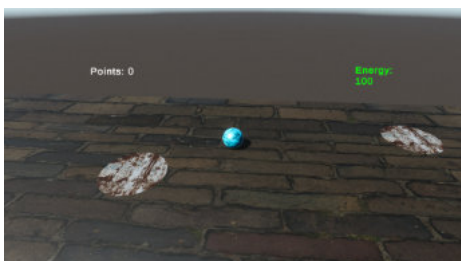
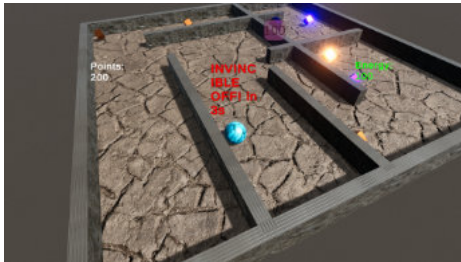
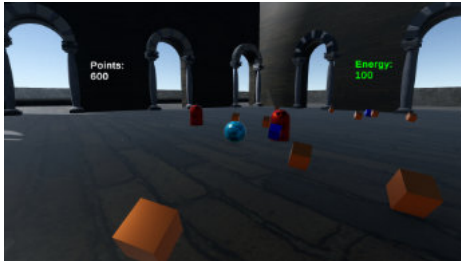
Final textured scale in the game

Game dev



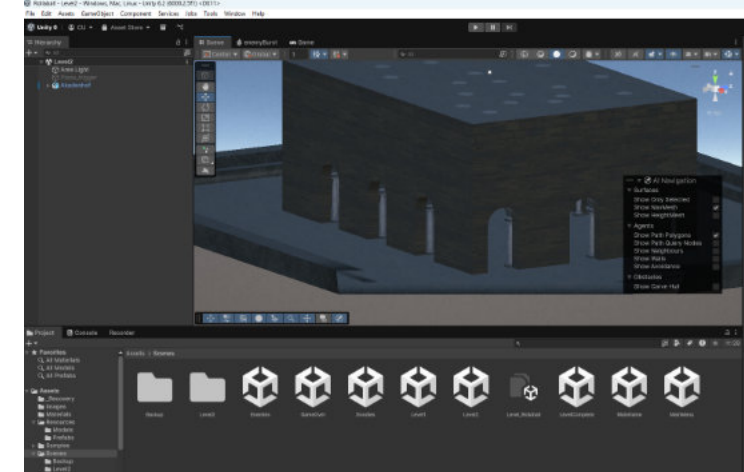
Logo design in
Illustrator,
2025

Gameplay screenshots
"RollaBall", 2026

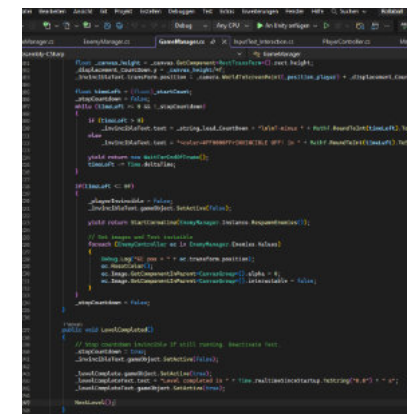
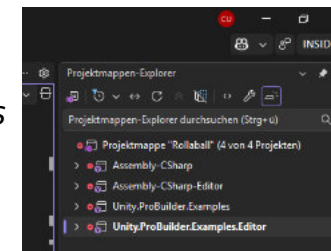


The model, and rendered with Cycles in
blender, 2026

Development within Unity and Visual Studio



The Game-Manager,
controlling the game.
See [github](https://github.com) for my Projects



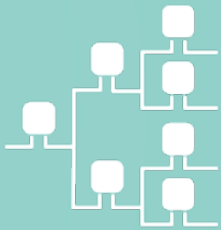
In action at the A1
Esports Festival!,
Vienna, Austria (2025)

Check the website of
[RollaBall](https://rollaball.com) for more.

Indie game: Rollaball

UI design for games

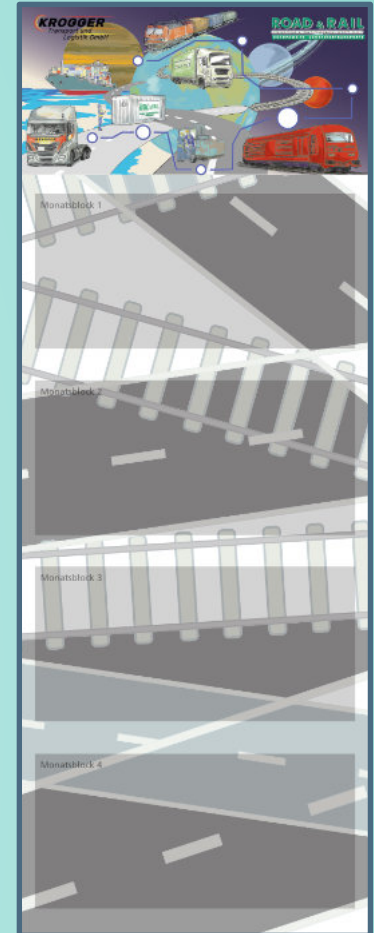
Icon development for "SoCat", a social media simulation game with cat avatars ;
game-jam "Truth, lies and democracy", Belvedere21, 2025



Here all icons together
in a one grid.



Calendar Illustration



The finished calendar template

Inspirations from the company



Inspirations from websites



Illustration: Action at sunset

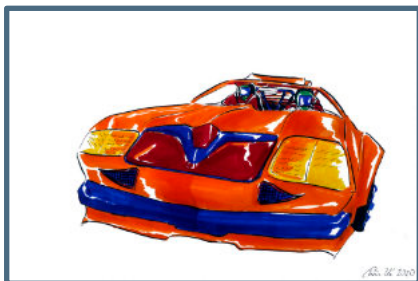
Inspirations from online fotos:



A work I have done for the Copic Award 2020. Why the strong color contrast you might ask - I just owned these in Copic ;-)



Pre-studies of car design concepts



Draft and first colors:



Character Design



For complex poses I use reference photos process

Draft and during inking process



As I am playing the guitar myself, I wanted to illustrate a character in action pose during playing with one of my favorite guitars.

First colors by alcohol markers and finished illustration



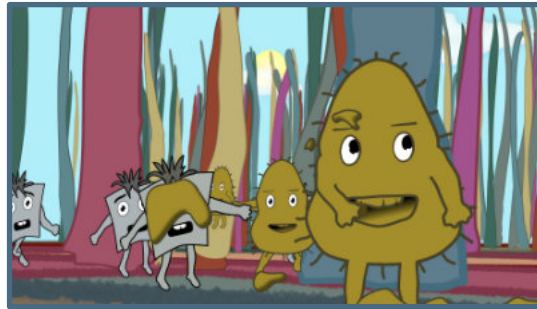
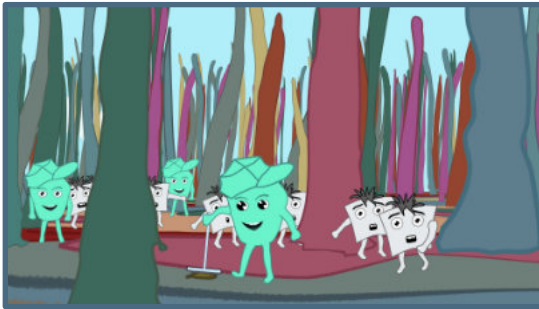
Character Sheets



Character- and Emotion-Sheets from a recent Manga Project



Animation



Rigged 2D-Animation, Moho 14.5 (2026)

Check out
my [showreel](#)
for details!



[Copyversum](#), stop-motion (2019)

[Dream or Reality](#), object animation (2019)

Premiere [Under the Radar film festival](#) (2019)

Stop-Motion and Object animation

Projects (selection)

Jan - Mar 26
website

[2D-Animation](#) for rug-cleaning process,
development, Georg&Aznif GmbH

Oct 25

[calendar - Illustration](#) for Krogger
Logistics / Road & Rail GmbH

Sept - Oct 25

[Image-film](#) for HLF Krems Tourismsschulen

Jun 25

with **my game** "[RollaBall](#)" at the A1 Esports
Festival at the Austria Center in Vienna

Apr - Sept 25

[Textures, cover design](#) and, **concept art** for
video games, Bandaloop Studio

Jul 24

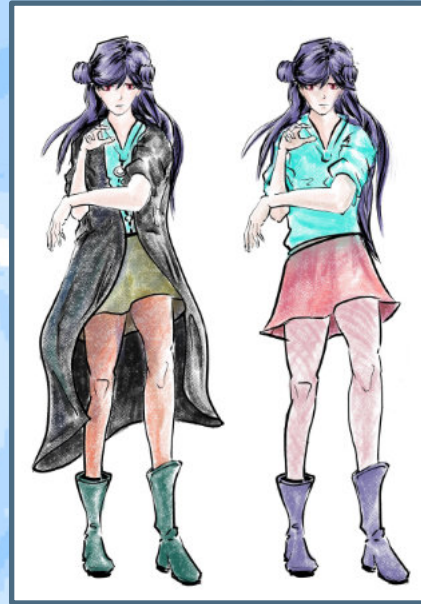
[Logo redesign](#) for Krogger Holding

Education

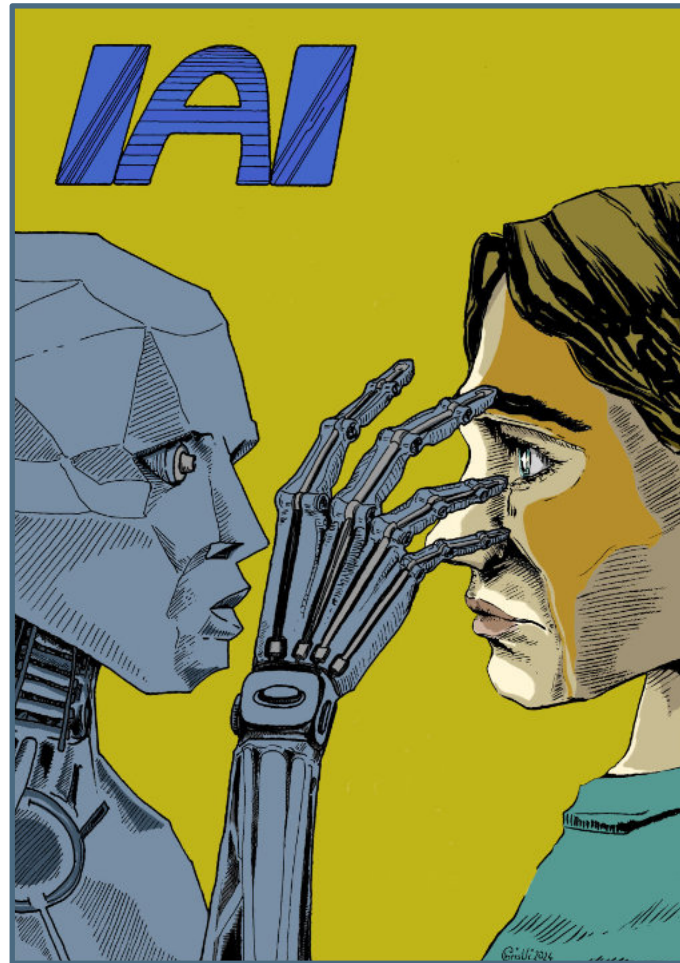
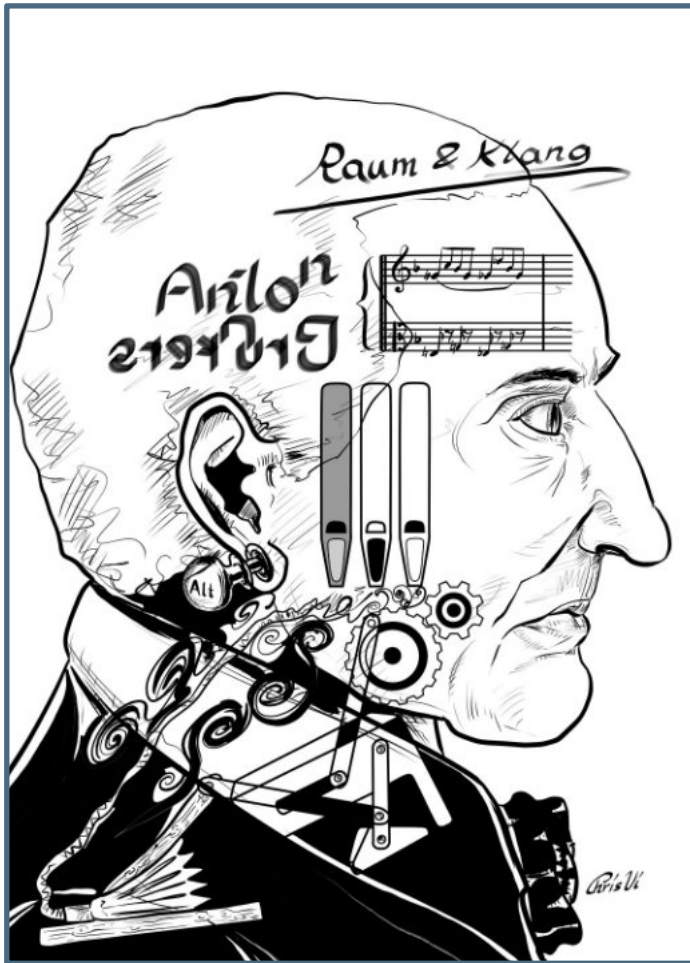
Oct 16 - Jun 19
kunsthochschule.wien
Animation | Film | Comic

1990 - 1999
PhD in Theoretical
Surface Physics, TU Wien

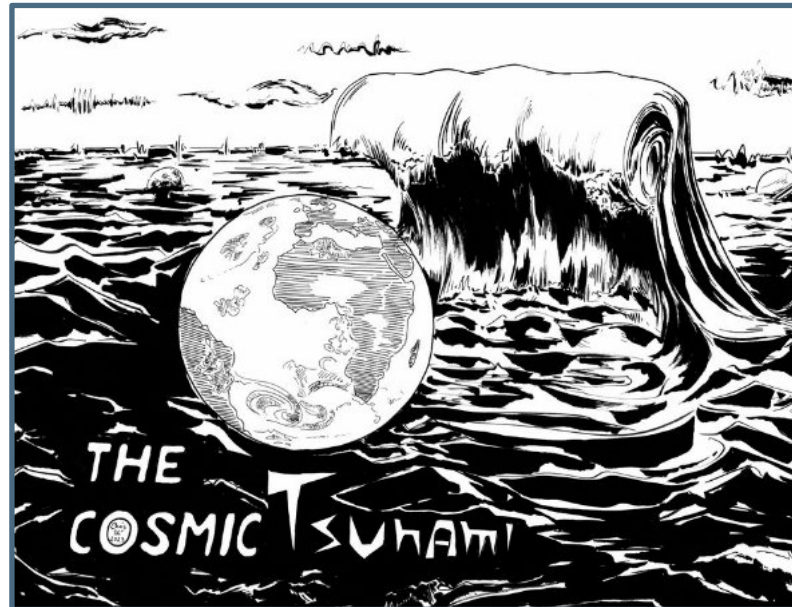
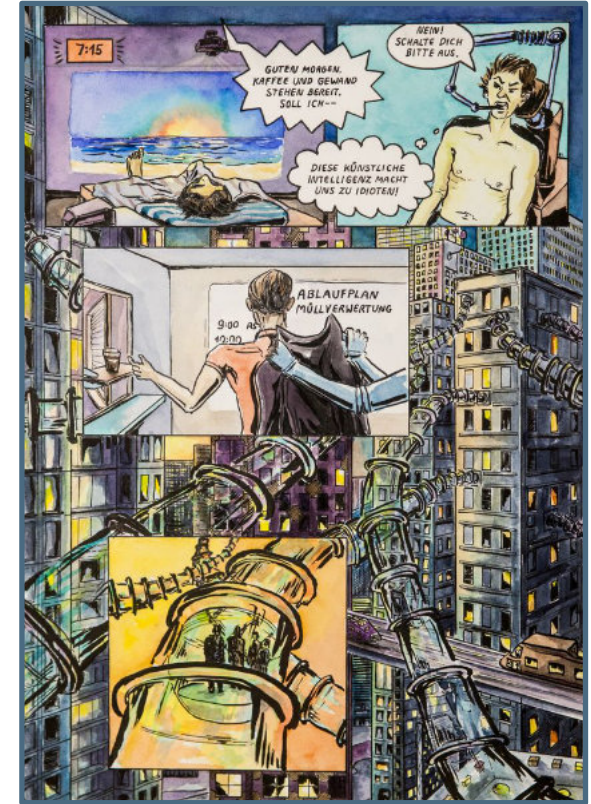
Some character Designs



Selected Cover Designs



Selected compositions



Object Designs

