

CURRICULUM VITAE

HARALD ZLATTINGER

Born on tuesday, 17th of June 1980, in Klagenfurt



➤ CONTACT

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➤ EDUCATION

SINCE 2004

Student at the university of applied sciences in Salzburg,
MultiMediaArt (www.fh-salzburg.ac.at)

2000 SUMMER

Diploma at the Higher technical school for mechanical
engineering in Ferlach with summa cum laude

1995 – 2000

5 years education at the Higher technical school for
mechanical engineering in Ferlach

1994 – 1995

6th form of grammar School Mössingerstraße in Klagenfurt
> 2nd foreign language - latin
> 3rd foreign language - italian

1990 – 1994

4 years grammar School Mössingerstraße in Klagenfurt
> 2nd foreign language - latin

1986 - 1990

4 years elementary School in Ferlach

➔ JOBS / INTERNSHIPS

CURRENT

Student at [university of applied sciences Salzburg](#)
([FH Salzburg](#)) - MultiMediaArt

- › specialized on 3D-Animation
- › Finished 7 semesters with great success and received Academic excellence Scholarship 2 times.
- › Currently in the 8th Semester.

JULY 2007 - JULY 2008

Technical artist at [Electronic Arts](#) ([EA Games](#), [EA Phenomic](#))
in Ingelheim, Germany.

- › Rigging, Scripting
- › Working on BattleForge (release 2009)

Tasks:

- › MEL-Scripting
- › Rigging
- › Trailer Special Effects
- › Software Support and Installation

SUMMER 2005

2 months internship at [COMMARO mobile trading systems GmbH](#)
Klagenfurt (daughter affiliate of [UNIQUARE financial solutions Krum-
pendorf](#))

Tasks:

- › graphical optimization of the application „homebase.cc“ (re-
design, insert the design, changing of the Java-SourceCode to
design conversions, browserspecific scripts)
- › changes of graphics, logos, symbols
- › optimization of the homepage and maintenance
- › programming changes in Javascripts in applications for better
functionality and graphical optimizations

2000 – 2004

4 years employee at [COMMARO mobile trading systems GmbH](#)

- › programming
- › design
- › layouting

Tasks:

- › Please refer to the Job reference

1999 SUMMER

2 months internship at [Philips HGW](#) in Klagenfurt

Tasks:

- › time measurements
- › graphical redesign of Plans, tables, intranet-Pages, ...
- › creation of Word- and excel-documents with Formulas
- › programming of Office-Macros

1998 SUMMER

2 months internship at [Opel Austria](#) in Wien/Aspern

Tasks:

- › controlling
- › creation of labels for several engine-parts
- › redesign of Plans, tables and intranet-Pages, ...
- › creation of Word- and Excel-Macros

➤ OTHER PROJECTS DURING MY STUDIES

- › speech on [TdoT FH Salzburg](#) about career possibilities
- › programming of a Flash-presentation (duration about 35 min.) for [Intel](#) for international fair – digital ecosystem architecture: visualization of the architecture and description of the function
- › several Webpages
- › programming support for my colleagues
- › [tutorium](#) for Flash, zBrush, Virtools, Reaktor at university for colleagues or other students
- › [EXIT 207](#) Stageshow Projections: 3d-Animations for the projection during the stageshow

➤ SOFT SKILLS

- › fast working
- › loves MultiMedia
- › diplomatic
- › can work in team but also alone
- › learning very fast with big progress
- › good senses for colors and shapes,
- › 3-dimensional minded (visualizations, 3d-Animations)
- › very good knowledge of Software in the areas of MultiMedia
- › programming experience in Mel, Java, PHP, ActionScript,
- › C++, etc.
- › good senses for aesthetics in Picture and Sound
- › mathematical knowledge for complex tasks (angular functions, vektors, matrices, ...)

➤ SOFTWARE SKILLS

Here I listed programs I have lots of experience with only.

3D-ANIMATION

- › Autodesk Maya 6.0 - 2008
- › 3d-Studio Max
- › Motion Builder
- › AutoCad
- › zBrush 2 - 3.1
- › Boujou 4
- › vue d'esprit
- › ...

VIDEO

- › Adobe After Effects
- › Final Cut
- › Adobe Premiere
- › Sony Vegas
- › ...

AUDIO

- › Cubase SX - Cubase 4
- › Reason 1 – 4
- › Wavelab
- › Samplitude
- › Logic Audio
- › Soundforge
- › Reaktor
- › Sibelius
- › Ableton live
- › Battery
- › ...

GRAPHICS

- › Photoshop
- › Fireworks
- › Illustrator
- › Freehand
- › Corel draw
- › ...

WEB

- › Flash CS3 (ActionScript 2/3)
- › PHP
- › HTML
- › CSS
- › JavaScript
- › mySQL
- › Apache
- › Macromedia Dreamweaver
- › ...

➤ GENERAL INTERESTS

- › rigging
- › working on 3d-Projects
- › music writing und production
- › solving problems with software applications
- › swimming
- › diving
- › basketball
- › ...

➤ PERSONAL COMMENT

Because of my behaviour to fix problems if there are any, I would appreciate to work as a rigging artist to learn more about building very complex but very stable solutions to make working of animators and their resulting animations go on a high level. My experience I gained during my work at Electronic Arts helped me to understand how important a correctly working pipeline is and in which points I can make the pipeline even better in a big project.