

TONY ANDREAS RUDOPH

Senior UX Designer & Freelance 3D Matte Painter and Concept Artist

LINKS

[Online Portfolio](#)
[Linkedin](#)
[IMDB](#)

PASSIONS

Leadership
Design strategy
Team Management
Project/Product Mgmt.

UX/UI SKILLS

- Design Thinking
- User Flows
- Mockups
- Prototypes
- User Research
- Design Systems

TOOLS

- Figma
- Adobe XD
- Adobe Creative Suite
- Autodesk Maya
- Blender
- Nuke X
- Mari
- Final Cut Pro
- Speedtree
- Pixologic zBrush
- Microsoft Office
- Unreal Engine
- VRay
- Arnold

SOFT SKILLS

- Empathy
- Time management
- Team work
- Creativity
- Problem solver
- Collaboration

WORK EXPERIENCE

UX/UI Designer

05/2020 - present

OMNINET GmbH, Nuremberg

- Implimenting a new design system across the SaaS and On-Premise software (reducing design production time by 75% and pushes sales by 35%)
- Implimentation of a Double Dimond process including a user research process
- Definition of the UX vision and goals of the team that align with the business goals of the company
- Creation of userflows, prototypes and user research

Senior EU Graphic Designer

05/2017 - 01/2020

Amazon Appstore, Munich

- Creation of landing pages für web, mobile, desktop and TV based on user/customer metrics that increased the visits by 54% after I started at Amazon
 - Doing of A/B tests to improve design decisions
- Implimenting of an asset creation workflow for more transparency
- Creation of a quality control process that enhanced feedback intervalls from 2-3 month down to 1 week
- Creation of a asset database for the EU market to speed up asset creation by 42%
- Responsible for outsourcing, contracting, budgeting and quality management to design agencies in FR & UK

Senior 3D Digital Matte Painter

09/2016 - 04/2017

ScanlineVFX, Munich

- Implimentation of a new digital matte painting workflow that enhanced speed and quality of the production by 38%

Projects: Star Wars Roque One, Transformers 3 - The last Knight, Bullyparade Der Film and Tatort Stuttgart

Senior 3D Digital Matte Painter

02/2016 - 07/2016

RiseFX, Stuttgart

Projects: Captain America Civil War, The Lake and Cure for Wellness

Senior 3D Digital Matte Painter

09/2015 - 01/2016

ScanlineVFX, Munich

Projects: Der geilste Tag, The Lake, Berlin Eins (TV Movie)

LANGUAGES

German native
English fluent

EDUCATION

Bachelor of Arts (unfinished)
Film & Animation

SAE Institute Leipzig
2012-2013

SAE Diploma
Film & Animation

SAE Institute Leipzig
2011-2012

vocational baccalaureate
Diploma of Art

Gutenbergschule Leipzig
2007-2011

Digital Matte Painter

11/2014 - 08/2015

Moving Picture Company, Vancouver, Canada

Projects: Captain America Civil War, The Lake and Cure for Wellness

Freelance Concept Artist

10/2014 - 11/2014

Realtime, UK

Creation of concept arts for a mobile game shown at the gamescom

Freelance DMP/Illustrator

08/2014 - 09/2014

RiseFX, Stuttgart

Clients: Atlantis Publishing, Papierverzierer Publishing, Imagine Publishing, Amber Artworks, Moviestuff-Berlin

Matte Painting Dozent

06/2014 - 07/2014

SAE Institute, Leipzig

I had 3 classes with around 30 students each in game design and visual effects teaching them digital matte painting and concept art

Junior Digital Matte Painter

02/2014 - 06/2014

Framestore, London

Projects: Guardians of the Galaxy, Jupiter Ascending, Dracula Untold

Digital Matte Painter Trainee

12/2013 - 01/2014

ScanlineVFX, Munich

Projects: Captain America Winter Soldier, Divergent, Big Game, The Cut

Concept Art Intern

05/2013 - 11/2013

TRIXTER, Munich

Projects: Marvels Avengers 2 - Age of Ultron, Captain America Winter Soldier, Wolfblood 2, 7th Dwarf and various undisclosed commercial and feature film projects

Visual Effects Intern

02/2013 - 04/2013

Lumalenscape GbR, Leipzig

Freelance UX/UI Design & Illustrator

2008 - 2012

Freelancer, Stuttgart

Creation of websites, forum designs for startups. Book cover illustrator for small book publishing companies like Atlantis Verlag

NOTHING IS IMPOSSIBLE WITH AN OPEN MIND

My personal philosophy.