

TONY ANDREAS RUDOLPH

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

LINKS

[Online Portfolio](#)

[Linkedin](#)

[IMDB](#)

PASSIONS

Design 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
- V-Ray
- Arnold

SOFT SKILLS

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

WORK EXPERIENCE

Senior UX/UI Designer

01/2022 - present

Digital Charging Solutions GmbH, Munich

- Building of an UX department from the ground up
- Technical UX Lead of 6 UX/UI Designers (internally & externally)
- Overseeing of UX/UI consistency and quality across all user touch points of the organisation (like emails, invoices, app and web for around 3 standardised products and 7 white labels products for BMW, Mini, KIA, Siemens, ...)
- Increasing of UX maturity from step 2 to step 4 within 10 month (based on NN/g UX maturity steps)
- Internalisation of UX/UI processes and workflows
- Building of 3 design systems for the 3 main products from the ground up based on atomic design
- Definition of a long-term UX/UI roadmap for DCS products & UX department (UX Design strategy)
- Improvement of collaboration between UX and development department and design hand over
- Hiring of new UX/UI designers
- Working on features like account management, registration, pricing display including UX research
- Holding of UX workshops across the organization

UX/UI Designer

05/2020 - 12/2021

OMNINET Software GmbH, Nuremberg

- Implementing a new design system across the SaaS and On-Premise software (reducing production time by 75% and pushes sales by 35%)
- Implementation of a Double Diamond 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

- Design of landing pages for mobile to TV based on user/customer metrics that increased the visits by 54%
 - Doing of A/B tests to improve design decisions
- Quality control process that improve feedback intervals from 2-3 month down to 1 week
- Creation of asset database & workflow for the EU market to speed up creation by 42%
- Responsible for outsourcing, contracting, budgeting and quality management to design agencies in FR & UK

LANGUAGES

German native
English fluent

EDUCATION

Scholarship
Leadership Talent
Academy

UnternehmerTUM
October 2022 to
February 2023

Bachelor of Arts (unfinished)
Film & Animation

Middlesex University
London
2012 to 2013

SAE Diploma
Film & Animation

SAE Institute Leipzig
2011 to 2012

vocational baccalaureate
Diploma of Art

Gutenbergschule Leipzig
2007 to 2011

CONTACT

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Germany

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 Rogue 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)

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 Solder, Divergent, Big Game, The Cut

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- 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

FREELANCE WORK EXPERIENCE

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- Freelance Senior Concept Artist** 12/2022 - Today
BCN Visuals, Barcelona
 - Designing and creation of 2D/3D Concept art for 3D billboards for CADILLAC, SIXT, NISSAN and JETEX shown on the New York Time Square, LA Convention Centre and Dubai Airport
 - Freelance Senior Concept Artist** 11/2021 - 01/2022
Terminal FX, Ukraine
 - Concept Art for an Indian fantasy TV show
 - Digital Matte Painting for Chinese TV movie
 - Freelance Senior Digital Matte Painter** 11/2021
Parasol Island Germany
 - Digital Matte Painting creation for an Audi X-Max Commercial
 - Freelance Senior Digital Matte Painter** 05/2021 - 08/2021
Arx Anima, Austria
 - Matte Painting creation for one of the first Austrian Space-Sci-Fi Movies RUBIKON
 - Freelance Illustrator** 03/2021
Arrow Tec, Germany
 - Illustration creation of German Drone Start-up for Marketing Material

NOTHING IS *IMPOSSIBLE* **WITH AN** *OPEN MIND*

My personal philosophy.