

Andreas Koller / Curriculum Vitae

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Address Strukt GmbH
 Mariahilferstraße 167/18
 1150 Wien
 Austria

Person Mag. (FH) Andreas Florian Koller
 Born on June 23 1980 in Austria

/ Education

July 2007 Student at Gobelins Summer School for character animation gobelins.fr
 at Gobelins l'école de l'image Paris

Feb-June 2007 Student of Stefan Sagmeister sagmeister.com
 at University for Applied Sciences Salzburg

2006-2007 Doctoral candidate at University Salzburg, ICT&S Center, HCI & Usability Unit
 icts.sbg.ac.at

2005 Diploma at University for Applied Sciences Salzburg, receiving Mag. (FH)
 fh-salzburg.ac.at

2002 Workshop with David Carson in Maribor davidcarsondesign.com

2001-2005 Student at University for Applied Sciences Salzburg, MultiMediaArt
 Specialising in graphic design, 3D animation and realtime graphics

2000-2001 Austrian Holocaust Memorial Service in London at National Yad Vashem Charitable Trust

1994-1999 Technical high school (HTBLA Salzburg) for electronics and informatics

1986-1994 Basic education

/ Work

since 2007 Co-Founder and Creative Director
 at Strukt GmbH, studio for motion and interactive design strukt.com

2005-Oct 2006 Graphic and motion designer
 at Sony DVD Center Europe in Salzburg sonydce.com

2002- Founder and art director of Strukt strukt.net

2002- More than 50 live appearances at events as a VJ

2003 Graphic and motion designer
at Instant Design in Vienna instant.at

2002 Graphic designer internship
at Lodown magazine in Berlin lodown.com

1999-2001 Web developer and web designer
at NCM in Salzburg ncm.at, elements.at

/ Teaching

2005-2008 Teacher for 3D animation (Maya) and 3D visualization (Virtools)
at University for Applied Sciences Salzburg

2004-2005 Tutor for game development (Virtools)
at University for Applied Sciences Salzburg

2005 Coordination of the Visual Lab and the symposium
at Schmiede Hallein media conference

2005 Lecture on visuals and interactive images
at University of Innsbruck

2004 Lectures on magazine publishing and networking
at University of Applied Sciences Dornbirn and University of Arts Braunschweig

/ Software Skills

Solid knowledge in:

Motion Adobe After Effects

3D Maxon Cinema 4D
Autodesk Maya (for visual effects and motion graphics)

2D Adobe Illustrator, Adobe Photoshop

Interactive Flash AS3, Processing, vvvv (basics)

/ Languages

Fluent English

Native German