

CURRICULUM VITAE

PERSONAL INFORMATION



■ JOHANNES OHLENSCHLÄGER

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- ♂ male | 04/23/1982 | Austria

WORK EXPERIENCE

06/2016 – PRESENT

HEAD OF THE 2D ARTS, UNPUBLISHED PROJECT Socialspiel Entertainment GmbH

- UI Structureing and Design from scratch until development
- Production of the full range of UI elements
- UX
- in-game 2D asset Art Direction
- in-game animation of UI elements
- 2D concept arts & marketing assets
- Coordinating with Nexon M and guiding the production office design-wise

SECTOR Game Industry

09/2014 – 5/2016

HEAD OF THE 2D ARTS, LEGACY QUEST IOS & ANDROID GAME Socialspiel Entertainment GmbH

- UI Design from scratch until development
- Design and production of the full range of UI elements
- UX
- in-game 2D asset supervision and final approval
- in-game animation of UI elements
- 2D concept arts & marketing assets
- Coordinating with Nexon South Korea and guiding the production office design-wise

SECTOR Game Industry

05/2012 – 12/2014

HEAD OF THE 2D ARTS, ASTERIX & FRIENDS ONLINE GAME Socialspiel Entertainment GmbH

- Usability Design from scratch until development
- Design of the full range of UI elements (icons, windows, notifications also in social networks)

- in game 2D asset supervision and final approval
- Coordinating with Sproing and Rabcat for developing the 3D assets and look and feel of the game
- Guiding the production office design-wise
- Graphic direction of the facebook viral campaign
- Distributed in English, French and German

SECTOR Game Industry

11/2010 – 01/2013

ART DIRECTOR, TIGHT LINES FISHING
Socialspiel Entertainment GmbH

- Environment design
- World objects like buildings, decorations, workshops, farms
- Icons
- Character design
- Character animation
- Graphic design of Merchandising Articles
- Logos
- UI-Design
- Distributed in English and Russian

SECTOR Game Industry

12/2007 – 09/2014

ART DIRECTOR AND GRAPHIC DESIGNER
Ohlenschläger Art Department OAD

- Freelance graphic design for the following clients:
Danone, Kraft Jacobs, Wirtschaftsbund Wien, tipp3, The Ring Hotel, OMV, Milka Chocolate, Erste Bank
- Freelance video game projects for Socialspiel since 2010
- Unannounced game project for IOS and Android platforms under development

SECTOR Game Industry & Advertising

11/2001 – 10/2007

GRAPHIC DESIGN & ART DIRECTOR
Produktionswerkstatt Vienna

Head of the graphic department

- Art direction for several major clients:
KTM, Gorenje, Red Bull, OMV, Danone, OekB, Accenture, Ikea, Chevrolet, AUVA, Mondi Business Paper, AMS, Grizzly Energy, MA48, MA49

Production supervision

- leading a team of graphic designers
- supervision during the graphic development of their Corporate Identity

SECTOR Game Industry & Advertising

EDUCATION AND TRAINING

- 2014 SCHOOL OF VISUAL ARTS, New York, USA
Continuing education
- Color Theory for Designers: Life Beyond Black, White and Red
 - Animate Your Stories From Start to Finish
 - The Art of the Graphic Novel
 - Realistic Figure and Portrait Painting
 - Biological Imaging
- 1999-2000 THE VIENNA ART SCHOOL
- illustration
 - sculpture
- 1997-1999 HLBLA FRANCISCO JOSEPHINUM, Wieselburg, Austria
- food technology
- 1988-1996 NEULANDSCHULE 19, Vienna, Austria
middle school degree

PERSONAL SKILLS

MOTHER TONGUE German

OTHER LANGUAGE(S)

ENGLISH
ITALIAN
FRENCH
SPANISH

UNDERSTANDING		SPEAKING		WRITING
Listening	Reading	Spoken interaction	Spoken production	
C2	C2	C2	C2	C2
C1	C1	C1	C1	C1
B1	B1	B1	B1	B1
A2	A2	A2	A2	A2

COMMUNICATION SKILLS

- Ability to coordinate interdisciplinary and multicultural teams

ORGANISATIONAL SKILLS

- Flexible to work on various projects with different deadlines
- Experience in working and leading both, smaller and bigger design teams

JOB-RELATED SKILLS

- Design and typographic sensibility
- Ability to work across a broad range of graphic styles
- User interface design
- color theory and composition
- Experienced video game player
- Goal-oriented and proactive personality
- Visual communication and menu design in a monetization context

COMPUTER SKILLS

- Expert knowledge of Adobe Creative Suite, especially: Photoshop, Illustrator, Flash and Indesign, Perforce, Unity 3D
- Advanced knowledge of Cinema 4D, After Effects, CSS; HTML, Action script and Blender

OTHER SKILLS

- Digital, oil and acrylic painting
- Modern art & comics
- Manual skills (repairing cars, carving woods and sculpting materials)
- Surfing & Snowboarding

DRIVING LICENCE

B

ADDITIONAL INFORMATION

PUBLICATIONS

Leo liest, 2009, Children's education book (Illustrator)

ART EXHIBITIONS

- 2013 Instabile 3.1, Treviso, Italy
- 2013 Terza Rassegna Contemporanea, Treviso, Italy
- 2012 Instabile 2.1, Treviso, Italy
- 2008 Digital Arts Exhibition, Gallery Steiner & Haas, Vienna, Austria
- 2008 Vienna biennale, Vienna, Gallery Steiner
- 2007 Digital Arts Exhibition, Vienna

AWARDS

- AUSTRIAN COMPUTER GRAPHICS AWARD 2013
Winner, Asterix & Friends - Best Game
- GERMAN GAME DEVELOPER AWARD 2013
Nominated for Asterix & Friends - Browser Game of the Year 2013
- GERMAN GAME DEVELOPER AWARD 2011
Winner, Social game of the year: Tight Lines Fishing
- CITY OF VIENNA CONTENT AWARD 2011
Winner, Content Award for Startups in Vienna
- FORZA MOTORSPORT 3 DESIGN CONTEST 2009
Winner

PORTFOLIO

http://www.ohlenschlaeger.cc/portfolio/johannes_ohlenschlaeger.pdf