Curriculum Vitae
Mandy Jerdes

♦ *Personal details:*

Mail:	mandy.jerdes@gmail.com
Birth date/place:	20.06.1989 in Oberhausen
Nationality:	German

♦ *Work experience:*

04/2015 - present

Technical Artist - XYRALITY GmbH - Hamburg, GER

- Creating a 3D mobile game for iOS and Android devices
- Building, creating and designing of complete Level infrastructure
- Rigging and animating main characters
- Lowpoly modeling and texturing of several assets
- Building, animating and designing UI
- Creating VFX / particle systems
- Animating cameras and smaller assets
- Setting up and baking of complete lighting systems
- Testing and increasing performance on several mobile devices
- Documenting and supervising of general design styles
- Supervising trainees

2015 - present

Occasional Freelance Lecturer - SAE Institute Hamburg - Hamburg, GER

- Teaching Technical Art in Untiy3d for mobile games - including performance optimisation, creating and animating UI and building up level infrastructure, particle systems
- Giving workshops in project management - including how to work in a student team, managing a game project, organizing tasks, presenting yourself and the project properly, time and skill management

| 11/2014 - 09/2015 | **Freelance Supervisor - SAE Institute Hamburg** - Hamburg, GER |

- Supporting and advising students with their projects
- Executing learning groups
- Helping on several events like open days and exhibitions

| 08/2010 - 07/2014 | **Event manager and Lead of Disposition - Dekom Mietcenter GmbH** - Hamburg, GER |

- Advising and caring of clients
- Writing proposals
- Leading and scheduling the projects and events, including further provider
- Leading and supporting the service staff during the events
- Determine working times

♦ Education:

| 2015 | **Game Art & 3D Animation Diploma - SAE Institute** - Hamburg, GER |

| 2010 | **Certified event manager - Panem et Salis GmbH** - Hamburg, GER |

| 2007 | **Certified assistant for leisure and travel industry - commercial college Berliner Tor** - Hamburg, GER |

| 2005 | **High school graduation - Highschool Goosacker** - Hamburg, GER |

♦ Software skills:

Unity 3D, Autodesk Maya, Adobe Photoshop, Substance Designer Unreal Engine, Nvidia PhysX, XNormal, NGUI, DOTween, SourceTree, Jira

♦ Core capabilities:

Technical art, Level design and building, rigging, animation, project management

♦ Additional skills:

Modeling (lowpoly / highpoly), texturing, sculpting, game design

♦ Language:

German, English

♦ Personal:

Bouldering, riding, video games, comics, movies/series