



LINN SPITZ

*Technical Artist with 3 Years of Hands-On Experience
Creating Virtual Worlds.*

Date of Birth

*September 27th,
1997*

Address

*Sonneggstrasse 77
8006 Zürich*

Contact

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SKILLS

Experienced in ...

[real-time graphics]

- ... Real-time graphics pipelines
- ... Unity Render Pipelines, Built-in, URP and HDRP
- ... Shader Graph and Custom Passes
- ... Writing shaders in HLSL
- ... Modeling, rigging and animating in Blender

[general programming]

- ... Game development in teams, 3 years of working experience
- ... Unity, 3 years of working experience
- ... C# scripting
- ... Browser-based rendering, THREE.js and AR.js
- ... Web development

[automation and tools]

- ... Creating custom tools in Unity editor
- ... Creating Unity scene tools with custom GUI
- ... Python scripting in Cinema 4D
- ... Procedural generation, i.e. mesh generation
- ... UX, 3 years of work experience

[optimization]

- ... Profiling in Unity
- ... Optimizing scripts, assets and shaders
- ... Using compute shaders for optimization
- ... Managing performance and platform constraints on web and mobile

[team experience]

- ... Collaborating through Git
- ... Supporting teams of artists and programmers as a technical artist
- ... Great communication skills within and across teams
- ... Working with people with diverse backgrounds

Software

- * * * * * Unity, Blender, Photoshop, Illustrator, Processing
- * * * * Substance Painter, After Effects, Premiere Pro
- * * * Cinema 4D

Programming Languages

- C#, C++, HLSL, Python, Java, Javascript, HTML, CSS

EDUCATION

Zurich University of the Arts, Zurich

Bachelor of Design in Game Design

09/2018 - 07/2021

Game Design Program with generalist approach mostly centered around hands-on experience developing games, usually in teams

- * 3D Modeling
- * 3D Animation
- * Real-Time Graphics
- * Programming
- * Game Design
- * Game Studies
- * Sound Design
- * Conceptual Development

Zurich

Kantonsschule Hohe Promenade

08/2010 - 06/2017

Bilingual high school (German / English)

Québec, Canada

École Secondaire Camille-Lavoie

08/2013 - 07/2014

High school exchange program with AFS
Inter-cultural Program Switzerland

- * Life with a host family
- * Regular enrollment at local public school
- * Participation in AFS inter-cultural activities

WORK EXPERIENCE

Nachtlicht, Zürich

Video Jockey

10/2021 - present

Playing and mixing audiovisual graphics at concerts and clubs

Freelance, Zürich

3D Graphic Designer

10/2020 - 03/2021

Visual Communication for customer company, using 3D Rendering as well as traditional graphic design media to convey the customer's unique structure to their employees or other businesses.

foryouandyourcustomers, Uster

Designer

01/2018 - 08/2020

- * Visualizing complex company structures to aid communication internally and with clients
- * Creating interactive javascript-based browser tools to visualize data
- * UX Design for internal tools
- * Assisting e-commerce UX design

Achievements:

- * Designing internal tool for large international client
- * Creating core visual assets that characterize the company's identity
- * Creating icons for Swiss Alpine Club

LANGUAGE

German	mother tongue
English	fluent in speaking and writing
French	fluent in speaking and writing
Latin	basic knowledge

AWARDS

2021

Exceptional Bachelor Thesis

- * Nomination for advancement award in the Department of Design at Zurich University of the Arts.
- * Exhibited at AMAZE. Berlin 2021
- * Exhibited at Refresh Festival 2021
- * Exhibited at Museum für Gestaltung Zurich, starting in February 2022

2017

Exceptional High School Thesis

- * Assessment of the thesis as one of the 50 most successful among the approximately 2500 theses in the year of 2017 in the canton of Zurich.