

# petra richli 3d modeler/artist

VANCOUVER, CANADA ■ 778-994-3870 ■ PETRA@PETRARICHLI.COM ■ WWW.PETRARICHLI.COM

---

## Objective

---

To obtain an advanced position, utilizing my artistic and technical skill to develop high quality production assets.

## Profile

---

A versatile artist with training in many areas of game, print and technical drafting production. Easily adaptable to an individual or team based project. Developing new techniques and trouble shooting in order to achieve successful results is a commonly used skill.

## Professional Experience

---

Feb, 2009 - Feb, 2011

### World Artist

United Front Games, Vancouver, Canada

- ⇒ Design, model, and texture 3D environments
- ⇒ Responsible for the road system in True Crime Hong Kong

Jul, 2008 - Jan, 2009

### 3D Environment Artist

Nexon Publishing North America, Vancouver, Canada

- ⇒ Design, model, and texture 3D environments
- ⇒ Collaborated with Art and Design lead to create functional levels

Jun, 2006 - Jun, 2008

### 3D Environment Artist

Digital Extremes, London, Canada

- ⇒ Design, model, and texture next-gen 3D environments
- ⇒ Collaborated with Art and Design lead to create functional levels

Jan, 2003 - Dec, 2004

### Proxy Pre-Press Manager

Print Office, Robert Hess AG, Sursee, Switzerland

- ⇒ Responsible for print Pre-Production and print process trouble shooting
- ⇒ Supervised pre-press processing at every stage under tight deadlines with precise attention to detail while fulfilling client needs Quality standards were maintained and often exceeded

Jun, 1999 - May, 2002

### Pre-Press / IT / Tech Support

Advertising Agency, FRUITCAKE, Luzern, Switzerland

- ⇒ Assisted Graphic Designer with all technical aspects of design  
Pre-press preparation for proper production set up

## Professional Experience - Continued

---

Feb, 1998 - Aug, 1999

### **Pre-Press / Tech Support / Instructor**

Büro für Architektur und Gestaltung, Sursee, Switzerland

- ⇒ Participated in government sponsored retraining program for Graphic design
- ⇒ Instructed participants in Graphic Design principles and software:  
Adobe Photoshop, Illustrator and QuarkXPress
- ⇒ Provided computer tech support to staff, participants and other instructors

Oct, 1997 - Dec, 1997

### **Machine Draftsman**

Ramatech AG, Hochdorf, Switzerland

- ⇒ Drafting of precise and accurate plans for production of machines and tools using PC-Draft
- ⇒ Interpretation and reading of plans for production and drafting

March, 1997 - Sept, 1997

### **Professional Practical Training, Machine Draftsman**

Ramatech AG, Hochdorf, Switzerland

- ⇒ Training in Machine Draftsman techniques, PC-Draft, plan drafting

## Education

---

Feb, 2005 - Jan, 2006

### **Game Art & Design Diploma**

Vancouver Institute of Media Arts (VanArts), Vancouver, Canada

- ⇒ Focus on modeling, texturing, lighting and rendering with various 3D software, including: Maya, Z-Brush, Softimage XSI and Wings 3D
- ⇒ Created custom levels in Doom 3 engine, modeled architectural interior and created custom textures
- ⇒ Basic principles of animation, life drawing, storyboarding and concept design

Aug, 1992 - June, 1996

### **Machine Draftsman Apprenticeship Diploma**

BOA AG, Rothenburg, Switzerland

- ⇒ Completed 4 year apprenticeship
- ⇒ 2 days per week at school attending classes such as manufacturing technique, material classes, chemistry, physics, classical drawing and CAD
- ⇒ Drafting of precise and accurate plans for production of machines and tools using AutoCAD
- ⇒ Analysis and interpretation of production and drafting plans
- ⇒ Completed external mechanical and systems internship

## Related Technical Software

---

3DS Max, Softimage XSI, Maya, Doom 3 Engine, Evolution, Lightwave, Adobe Photoshop, Illustrator, Indesign, Acrobat and QuarkXPress (Both PC and MAC platforms)

## References

---

Available upon request.

