

# CV

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## Personal Data

Achim Wirth  
Oberstrasse 29  
63589 Linsengericht  
Telephone: 06051/8889947  
Cellphone: 0174-2020902  
Webpage: [www.awarts.net](http://www.awarts.net)  
Email: [wrenchmen@gmx.net](mailto:wrenchmen@gmx.net)

**Place of Birth:** Hanau

**Citizenship:** german

**Family Status:** single

## Career

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02/2012 – now	Temporary Employee Medienhaus	(Altenhasslau)
10/2011 – 01/2012	seeking work	
10/2009 – 09/2009	Game Artist Games Academy	(Frankfurt a. M.)
04/2008 – 08/2009	seeking work	
10/2005 – 03/2008	Mechanical Engineering Studies FH (drop out early)	(Friedberg)
08/2004 – 06/2005	Technical Diploma Heinrich-Kleyer-Schule	(Frankfurt a.M.)
01/2004 – 08/2004	seeking work	
10/2001 – 01/2004	Body Construction Education Autohaus Glöckler	(Hanau)
09/2000 – 09/2001	Motor Mechanic Education Auto Seikel	(Somborn)
09/1999 – 08/2001	Civilian Service Pedro–Jung–Schule	(Hanau)
09/1998 – 06/1999	Guest Student Lindenau – Schule	(Hanau)
01/1998 – 07/1999	Guest Student Ludwig-Geissler-Schule	(Hanau)
08/1997 – 12/1997	Internship Motor Mechanic Hestermann	(Erlensee)
09/1995 – 06/1997	Junior High School Eppstein – Schule	(Hanau)
08/1990 – 07/1995	Grammar School Karl – Rehbein – Schule	(Hanau)
08/1996 – 06/1990	Elementary School Am Eulenhof	(Erlensee)

## Skills

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EDV:	Windows, MS Office: Word, Excel
Software:	Autodesk 3DSMax and Maya (well schooled) ZBrush, Mudbox, Photoshop, Illustrator and Dreamweaver (good) Sub-D modeling, high and lowpoly modeling, normalmap baking, modular assets, hard surface modeling, tileable textures and texturing (good) XNormal, Crazybump, Ndo and Ddo (good) Rigging and skinning in Maya ready to use in commercials, movies and games(good) Basic scripting knowledge in mel, python and js(basic) UDK and Unity(basic)
Languages:	German (native) English (good)

You can see all my work including videos at <http://www.arwarts.net>.