TONY *ANDREAS* RUDOLPH

Design Leader (UX) & Visual Effects Artist

LINKS

Online Portfolio
Linkedin
IMDB

PASSIONS

Design Leadership
Design Strategy
Team Management
Project/Product Mgmt.

UX/UI SKILLS

- Design Thinking
- User Flows
- Mockups
- Prototypes
- User Research
- Design Systems

SOFT SKILLS

- Empathy
- Time management
- Team work
- Creativity
- Collaboration

TOOLS

- Figma
- Dovetail & Maze
- Adobe XD
- Adobe Creative Suite
- Autodesk Maya
- Blender
- Nuke X
- Mari
- Davinci Resolve
- Speedtree
- Pixologic zBrush
- Microsoft Office
- Unreal Engine
- VRay
- Arnold

WORK EXPERIENCE

Senior/Lead Product Designer

01/2022 - present   Digital Charging Solutions GmbH, Munich

- Led Product Design & UX/UI for all business lines, managing 2 main products and over 15 major OEM products like BMW, MINI, Smart, JLR, Hyundai and more
- Headed a team of 6 designers, driving design excellence across internal and external teams
- Successfully launched and managed 20+ design systems, enhancing consistency and reducing costs of over 1 million € across B2C & B2B products
- Automated design rollouts, improving scalability and efficiency across the rollout design process for OEM & B2B brands
- Integrated data-driven design decisions, leveraging research and HEART metrics for continuous improvement using tools like Maze, Dovetail & Mixpanel
- Established and defined UX vision, mission, KPIs, and design strategies, aligning with business goals.
- Spearheaded the transition to internal UX processes, building a robust design culture
- Increased UX maturity from level 2 to 4 within 10 months, following the NNG model
- Conducted UX workshops, tests, interviews, and user research to drive user-centric design
- Enabled Design Ops, UX researchers, and writers, while hiring and onboarding new talent.

UX/UI Designer

05/2020 - 12/2021   OMNINET Software GmbH, Nuremberg

- Implimenting a new design system across the SaaS and On-Premise software (reducing production time by 75% and pushes sales by 35%)
- Implimentation of a Double Dimond process including a user research process
- Definition of the UX vision and goals of the team that align with the business goals of the company
- Creation of userflows, prototypes and user research

Senior EU Graphic Designer

05/2017 - 01/2020   Amazon Appstore, Munich

- Design of landing pages for mobile to TV based on user/customer metrics that increased the visits by 54%
  - Doing of A/B tests to improve design decisions
- Quality control process that improve feedback intervals from 2-3 month down to 1 week
- Creation of asset database & workflow for the EU market to speed up creation by 42%
- Responsible for outsourcing, contracting, budgeting and quality management to design agencies in FR & UK

Senior 3D Digital Matte Painter

09/2016 - 04/2017   ScanlineVFX, Munich

- Implimentation of a new digital matte painting workflow that enhanced speed and quality of the production by 38%

Projects: Star Wars Roque One, Transformers 3 - The last Knight, Bullyparade Der Film and Tatort Stuttgart

Senior 3D Digital Matte Painter

02/2016 - 07/2016   RiseFX, Stuttgart

Projects: Captain America Civil War, The Lake and Cure for Wellness

Senior 3D Digital Matte Painter

09/2015 - 01/2016   ScanlineVFX, Munich

Projects: Der geilste Tag, The Lake, Berlin Eins (TV Movie)

Digital Matte Painter

11/2014 - 08/2015   Moving Picture Company, Vancouver, Canada

Projects: Captain America Civil War, The Lake and Cure for Wellness

Freelance Concept Artist

10/2014 - 11/2014   Realtime, UK

Creation of concept arts for a mobile game shown at the gamescom

Freelance DMP/Illustrator

08/2014 - 09/2014   RiseFX, Stuttgart

Clients: Atlantis Publishing, Papierverzierer Publishing, Imagine Publishing, Amber Artworks, Moviestuff-Berlin

Matte Painting Dozent

06/2014 - 07/2014   SAE Institute, Leipzig

I had 3 classes with around 30 students each in game design and visual effects teaching them digital matte painting and concept art

Junior Digital Matte Painter

02/2014 - 06/2014   Framestore, London

Projects: Guardians of the Galaxy, Jupiter Ascending, Dracula Untold

Digital Matte Painter Trainee

12/2013 - 01/2014   ScanlineVFX, Munich

Projects: Captain America Winter Solder, Divergent, Big Game, The Cut

Concept Art Intern

05/2013 - 11/2013   TRIXTER, Munich

Projects: Marvels Avengers 2 - Age of Ultron, Captain America Winter Soldier, Wolfblood 2, 7th Dwarf and various undisclosed commercial and feature film projects

Visual Effects Intern

02/2013 - 04/2013   Lumalenscape GbR, Leipzig

Freelance Illustrator

2011 - 2012   Lumalenscape GbR, Leipzig

Book cover illustrator for small book publishing companies like Atlantis Verlag

Self-employed UX/UI Designer

2005 - 2011   Self-employed, Leipzig

Creation of websites, forum designs for startups.

Senior Concept Artist & 3D Digital Matte Painter

05/2022 - 05/2023   Black Sail Pictures GmbH, Munich, Germany

- Concept Art & 3D Environment creation for the feature film THE CROW from Rupert Sanders
- 2.5D Matte Paintings for German TV series "Die Bergretter"

Senior Concept Artist & 3D Digital Matte Painter

04/2023   PSYOP, Berlin, Germany

- 3D Concept Art and Environment creation for an animated commercial for Vailant UK

Senior Concept Artist

12/2022 - 03/2023   BCN Visuals, Barcelona, Spain

- Designing and creation of 2D/3D Concept art for 3D billboards for CADILLAC, SIXT, NISSAN and JETEX shown on the New York Time Square, LA Convention Centre and Dubai Airport

Senior Concept Artist

11/2021 - 01/2022   Terminal FX, Ukraine

- Concept Art for an Indian fantasy TV show
- Digital Matte Painting for Chinese TV movie

Senior Digital Matte Painter

11/2021   Parasol Island Germany

- Digital Matte Painting creation for an Audi X-Max Commercial

Senior Digital Matte Painter

05/2021 - 08/2021   Arx Anima, Austria

- Matte Painting creation for one of the first Austrian Space-Sci-Fi Movies RUBIKON

Illustrator

03/2021   Arrow Tec, Germany

- Illustration creation of German Drone Start-up for Marketing Material

"TEAMWORK MAKES THE DREAM WORK"

My personal philosophy