



30.10.2004

Yanik Stangl

GAME & 3D ARTIST

CONTACTS

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8212 Neuhausen am Rheinfall

PROFICIENCIES

Game Art & 3D Animation
Maya, ZBrush, Unreal, Unity

Photo & Video
Photoshop, PremierePro, AfterEffects

Web & Digital
WordPress, HTML/CSS, JavaScript

Marketing & Project Management
Social Media, Microsoft Office

REFERENCES

Robin Fuentes – 3D Artist & Lecturer, SAE Institute Zürich
E-Mail: r.fuentes@sae.edu

ABOUT ME

Creative and detail-driven 3D artist with a strong foundation in digital media and web development. Adaptable team player with structured workflow habits and a passion for interactive experiences and game production.

GAME ART EDUCATION

Diploma Game Art & 3D Animation
September 2024 – Present

SAE Institute Zürich, Zürich

- 2D & 3D Art
- Digital Sculpting & texturing
- Game art animation & rendering
- Project, workflow & teamwork
- Marketing, research & development

PROFESSIONAL EXPERIENCE

Web Designer | March 2025 – March 2026

Webkönig AG, Winterthur

- Independent web design & development
- Project management & client communication
- Digital marketing & social media content
- Technical support & system optimization

Federal VET Diploma in Mediamatics (EFZ)
August 2020 – July 2024

Office for Vocational Education and Career Guidance, Canton of Schaffhausen

- Web development & design (frontend, CMS)
- Project coordination
- Social media & digital communication
- IT support & multimedia production