



Tobias Geib

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PROJECTS



PEN CONTROLLER FOR VOLUMETRIC 3D SKETCHING IN VR

Master-Thesis

Sep 2021 - April 2022

I developed and designed a custom controller for 3D drawing in Virtual Reality



CONCEPT ARTIST

2020 - 2021

Part-time 2D-Artist



I joined the team at caps labs for a now cancelled game project, in order to produce both concept art and in-game assets. I produced character designs, animated pixel art, and environmental concept art.



BEATSPEEDER

Nov 2019 - Feb 2020

Unity VR



Development of a rhythm game for the Oculus Quest VR Headset in Unity as a team of 3. Acting as project lead I provided and executed ideas about the direction of the game.



JOB & EDUCATION



CLOUDFLIGHT

Software-Engineer using C++ and Qt, for embedded devices.

2022 - Present



SAARLAND UNIVERSITY

MSc. Media-Informatics

2017 - 2022



KEIO UNIVERSITY TOKYO

Japanese Language Program

2018 - 2019



UNIVERSITY OF PASSAU

BSc. Computer Science

2013 - 2017

PROGRAMMING & SOFTWARE

- C++
- C#
- Python
- Matlab
- Qt

- Photoshop
- Unity
- Fusion 360
- Gravity Sketch
- Unreal

LANGUAGE SKILLS

	German	Native
	English	Fluent
	Japanese	Intermediate
	French	Basic Communication

SCHOLARSHIPS

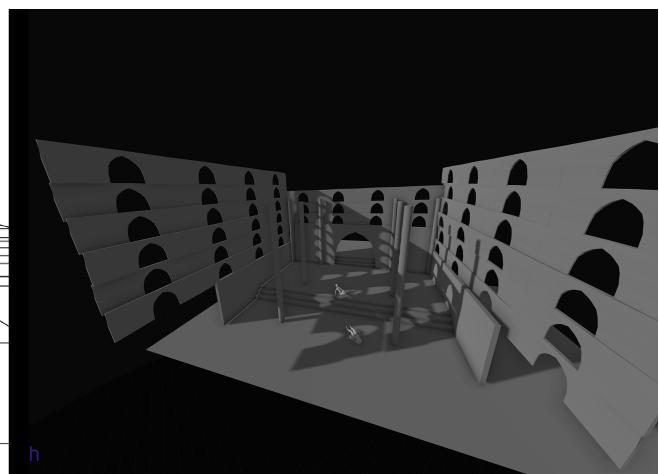
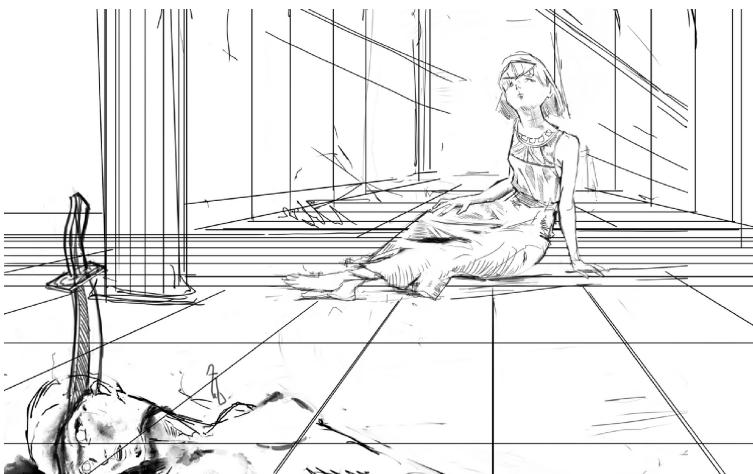


JAPAN STUDENT SERVICES ORGANIZATION, Jasso-Scholarship

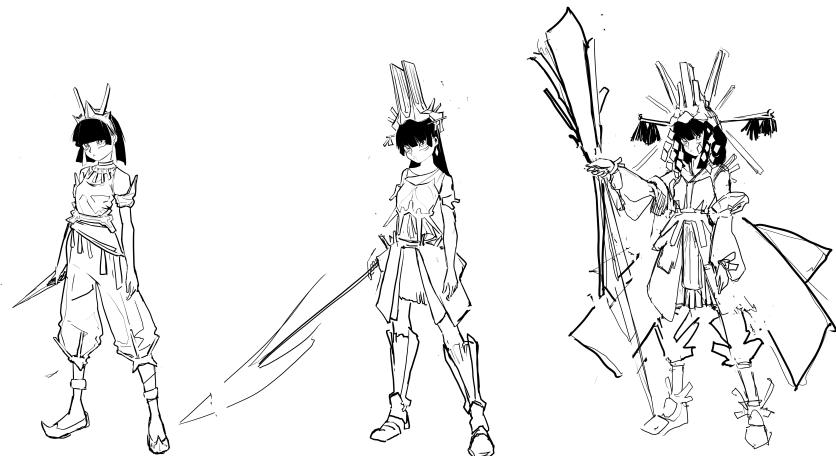
2018-2019

As part of my two-semester studies at Keio University, I received a scholarship by the Japan Student Services Organization.

PORTFOLIO EXCERPT



I created a 3D scene first using Gravity Sketch, which was then rendered in Unreal. I then painted over the rendered image to arrive at the final illustration.



I love designing characters. Here I did two variations on showing 3 different designs of the same character.