




MARS TONNELIER




they/them

Technical Artist,
Game Developer

Personal info

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 Berlin, Germany





Links

 /MarsInSpace
 /mars-tonnelier
 Personal Portfolio

Skills

 Unity Engine, Unreal Engine 4 & 5
 2D & 3D Development,
Development for VR
 Procreate, Adobe Photoshop,
Autodesk Maya, Blender,
Substance Painter
 C#, Javascript
 LATEX, Photogrammetry

Languages

 German (Native)
 French (Native)
 English (Fluent)
 Portuguese (Intermediate)

WORK EXPERIENCE

AnotherWorld GmbH

Full-time, Internship

OCT 2022 – FEB 2023

- Design, creation & implementation of 3D assets for VR
 - photogrammetry
 - retopology in Autodesk Maya
 - further optimisation in Autodesk Maya, Substance Painter and Unreal Engine
- Creation of UVs, lightmaps and photorealistic textures as well as PBR materials
- Prototyping 3D environments in Unreal Engine
- Re-design of a 3D scene in Unreal Engine 4 & re-imagining of the scene fitting for a specific time period
- Design of UI and UX in adherence to a style sheet in Adobe Photoshop & implementation in Unreal Engine 4

EDUCATION

Game Design – Hochschule für Technik und Wirtschaft

BERLIN, GERMANY

OCT 2020 – APR 2024

Degree: Bachelor of Arts

Grade: 1.5

Secondary focus: Game Art, Game Programming

In-depth study: Technical Game Development

Thesis subject: Gamification in Education and Skill Development: Implementing Gaming Techniques for Effective Learning and Skill Acquisition in Personal Contexts

Year abroad – Havelock North High School

HAVELOCK NORTH, NEW ZEALAND

JUN 2016 – APR 2017

Focus subjects: Japanese, Art, Engineering

School Education, Einstein-Gymnasium Kehl

KEHL, GERMANY

SEP 2011 – JUL 2019

Degree: Abitur

(General higher education entrance qualification)

Grade: 1.5

Elective Courses: German, Math, French, English, Art

The Vortex Cinema

ANOTHERWORLD VR 2022 – 2023

A time-travelling, genre bending VR shooter where you enter the world of black and white movies, stepping into the shoes of a hard-boiled detective at the center of a film noir murder mystery.

Photogrammetry, Unreal Engine, Autodesk Maya, Substance Painter

The District VR

ANOTHERWORLD VR 2022 – 2023

A VR experience that makes Berlin's music and nightlife come alive. Socializing, clubbing and DJing in an immersive multiplayer world.

UI Design, UX, Unreal Engine, VR

Project Poltergeist

PERSONAL 2022 AND ONGOING

A humorous 3D game about a ghost who found some of their belongings in a local museum. Outraged, the goal is to haunt the museum and scare off the visitors, ultimately forcing it to close down.

3D Development, Unity Engine, C# Programming

Audiality

HTW BERLIN 2022

An audio-only VR experience that immerses the player in a three dimensional world full of different, interactive sounds. The player has to rely on their sense of hearing to discover and manipulate the soundscape.

VR Development, Unity Engine, Sound Design

Rebellations

HTW BERLIN 2022

An experimental board game that addresses the impact that colonialism still has today. It is a cooperative game and relies on good communication and cooperation among the players.

Boardgame Design, System Design, Playtest Organisation & Evaluation

Slingshot

HTW BERLIN 2021

A 3D-sidescroller arcade highscore game. With focus on a fast pace, high momentum and an optimised game feel for maximum satisfaction.

3D Development, Unity Engine, C# Programming

Hobbies



Painting & Illustration



Crafting & Tailoring



TTRPG, LARPing & LARP Orga



Gaming



Reading



Playing Piano & Guitar



Martial Arts & Bouldering

