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Work Experience

Apr 2011 - May 2015 | 3D Artist at Happy Tuesday UG

Coin Dash

Creation of assets and environments in preexisting style

Pumpkin Sweet Adventure

Building on Coin Dash - creating new and themed levels and assets

Supporting the creation of ui artwork

Haunted Island

Translating the previously developed style into real-time 3d

Developing level creation processes and co-developing corresponding technical implementations

Creating levels and assets

Developing looks for new settings

Teaching and supervising interns and juniors to ensure consistent quality

Supporting the art director in reviewing level creation

Supporting development of processes and workflows in other art areas

Outsourced Art for Good Games Studios

Creating 3d assets based on provided concept art

Co-developing rendering style (lighting, shading and texturing)

Outsourced Art for Celluloid VFX

Creating assets for various ad-projects based on photographic reference or rough concept art

Outsourced Art for Undisclosed Project

Co-developing look and workflow

Supporting the art director in guiding and leading other artists and ensuring consistent style and quality

Undisclosed Project

Creating mobile ready car models based on cad-data

Creating shaders with Shaderforge for Unity and photo real texturing and shading

Prototyping game-play and presentation

Undisclosed Project

Creating a visual target for car models in the project

Developing and documenting a pipeline including model guidelines

Creating a base material library in Substance Designer

Prototyping game-play and presentation

Also

Developing general pipelines and improving workflows

Training and supervising of juniors and interns

Developing looks and creating assets for various smaller outsourcing projects, art tests and internal r&d

Okt 2009 - Okt 2011 | 3D Artist in Semester Projects at Games Academy

Working in a team to develop a student game project each semester
Learning new tools and processes and adopting different roles in the art team
Developing pipelines and art styles
Leading and supporting other artists

Skills

Highpoly modeling
Lowpoly modeling
Sculpting
UV unwrapping
Baking
Texturing in various styles
Texturing for pbr
Scripting
Pipeline and workflow optimising
Lighting
Shading (shader creation)
Rendering

Software

Modo
Maya
Zbrush
Photoshop
Unity
Udk
Quixel Suite
Substance Designer and Painter
Shaderforge
Marmoset Toolbag

Languages

German (native speaker)
English (full professional proficiency)

Formal Education

2009 - 2011 | Game Art & Animation at Games Academy Berlin