

Contact

sisermann@googlemail.com

www.linkedin.com/in/sisermann
(LinkedIn)
siserman.de/ (Portfolio)

Top Skills

Augmented Reality (AR)
Product Design
Unity3d

Languages

English (Professional Working)
German (Native or Bilingual)

Honors-Awards

Medienkunstpreis 2017
German Design Award Special 2018
Red Dot Award Winner 2017

Patents

USB-Stick in Schnullerform

Stephan Isermann

Freelance Designer | Developer (3D, XR, Maker, AI coder)
Greater Bielefeld Area

Summary

With over 10 years of freelance experience as a realtime 3D artist, developer, and consultant, I have honed my skills and expertise in VR, AR, games, and 3D across various platforms and tools, such as Unity, Unreal, WebGL, and AI. I have worked on multiple award-winning projects for clients such as Volkswagen, Mercedes Benz, and Sunzinet, as well as created my own VR installation, The Pig Simulator, which received the media design award in 2017.

Experience

Freelance, self-employed

Freelance Designer | Developer (3D, XR, Maker, AI coder)
December 2013 - Present (12 years)
Bielefeld, North Rhine-Westphalia, Germany

I am working as a freelance developer and technical artist in the areas of VR / AR / Games / 3D with Unity3D and many other tools - for more than a decade now. Since I am also an experienced media artist, I can also offer creative direction and project management.

Group of People

Head of 3D / XR / 3D print
August 2022 - May 2024 (1 year 10 months)
Munich, Bavaria, Germany

I work with an incredible talented team of designers.

Volkswagen AG

Art Director Realtime (Cgidea GmbH)
June 2018 - February 2023 (4 years 9 months)
Wolfsburg Area, Germany

Worked on a Realtime 3D Apps with Unity3d for Volkswagen AG. Details are strictly confidential.

b.i.b. International College

Unity Tutor / Teacher / 3D Animation and Gamedesign

March 2017 - June 2018 (1 year 4 months)

Paderborn Area, Germany

I was responsible for teaching the 3Ds Max, Maya, Unity in the classic 3D and VR/AR context at bib international College Paderborn and Bielefeld.

FLATMADE - Virtual Reality

CoFounder and Technical Artist VR

February 2014 - December 2017 (3 years 11 months)

Frankfurt Am Main Area, Germany

madhat GmbH

Technical Lead VR / Oculus VR Project for Mercedes Benz

October 2016 - March 2017 (6 months)

Offenbach Area, Germany

Technical Lead at Madhat GmbH for the EQ VR Experience for Mercedes Benz showcased in March 2017 on the Geneva Motor Show and also on the Mobile World Congress in Barcelona. My Responsibilities were supervising and integrating the full technical pipeline with Unity3d for the Oculus Rift. Including programing the whole app. But also shading and remodeling the whole EQ car CAD model for optimal use in the engine.

EDAG

Lead Technical Artist

October 2016 - December 2016 (3 months)

Fulda Area, Germany

HMI Development for Automotive with Unity3d. Details are strictly confidential.

Bauhaus-Universität Weimar

Unity Tutor / Trainer

April 2016 - September 2016 (6 months)

Weimar

Digital Puppetry Lab / Motion Capture Live Performance / Unity Integration

Disney Publishing Worldwide

Lead Technical Artist

August 2014 - December 2014 (5 months)

Frankfurt Am Main Area, Germany

Responsible for setting up the Unity 3D Asset Pipeline, including Asset Creation, Look Development and Mobile Optimization.

Värmlands Museum

Consultant (Virtual Reality Project)

January 2014 - June 2014 (6 months)

Karlstad, Sweden

Technical and strategic consulting for the Värmlands Museum in Karlstad Sweden. In order to create a virtual representation of their museum.

The prototype still is worth taking a look at.

<http://tekkler.com/projects/vaermlands-Museum-VR/>

Sky Deutschland GmbH & Co KG

Motion Graphic Designer

July 2011 - July 2013 (2 years 1 month)

Worked in the Sports Graphics Department, creating Motion Design and 3D Animations for advertising, major sports events and day to day broadcasting.

diffferent labs GmbH

Digital Media Consultant

April 2012 - July 2012 (4 months)

Berlin Area, Germany

Technical and strategic consulting of Diffferent Labs staff for Game Design concepts, included also creating mind maps for the process.

CYBEX GmbH

Motion Graphic Designer

June 2009 - September 2011 (2 years 4 months)

Berlin Area, Germany

Full creation of motion graphics and 3D animations for a wide range of Cybex Products like Strollers and Car Seats.

BTK Hochschule für Gestaltung

Tutor

October 2008 - February 2009 (5 months)

Berlin Area, Germany

My job was to coordinate the 3D workflow. And teach the students the basics of real time 3D content creation. The work of the students was then later integrated in the Twinity MMO.

Education

Bauhaus-Universität Weimar
Master of Fine Arts (MFA) 1.2, Game and Interactive Media
Design · (2011 - 2016)

Kunsthochschule für Medien Köln
Guest Studies, Game and Interactive Media Design · (2014 - 2015)

BTK University of Art and Design
Bachelor of Arts (BA) 2.0, Graphic Design · (2006 - 2010)

Universität Paderborn
Computer Science (incomplete) · (2004 - 2006)