



Work Experience:

01.07.2012- Present

Freelancer at Flashromances
Position: Senior 3D Environment Artist

Project:

- “Keep It Rollin 2 ” (in production)
- “Errors of Reflection” - Innercity Life
- “Keep It Rollin 1 ”
- “Greedy”

Responsibilities:

- Create 3D environments, textures, assets, character, animation
- Rendering, concept sketches

02.08.2010- 30.06.2012

Senior 3D Character Artist at Goodbeans GmbH
Position: Senior 3D Character Artist

Project:

- “Panfu” <http://www.panfu.de/>
- “Oloko” <http://www.oloko.de/>

Responsibilities:

- High resolution - low resolution modeling and texturing
- Creating characters & modular Environment Art Assets and Texture
- Rigging and key-frame animate in Maya
- Rendering with Maya/3Ds Max

01.02.2010- 31.06.2010

Freelancer at Young Internet GmbH
Position: 3D Character Artist

Project:

- “Panfu” <http://www.panfu.de/>
- “Oloko” <http://www.oloko.de/>

Responsibilities:

- High resolution - low resolution character modeling and texturing
- Rigging and key-frame animate in 3D Studio 3Ds Max and Maya
- Improve production pipeline for the character creation

31.08.2009 - 01.01.2010

Freelancer 3D Environment Artist

Project:

- <http://www.tobias-folprecht.com>
- <http://www.flashromances.de>

Responsibilities:

- Training my art skill particular texturing, hard surface modeling
- Shader creating in UDK and Unity3D
- Lighting / and particle creating / UV texturing
- Conceptual 2D and 3D design

16.08.2006 - 31.08.2009 **Lead Artist at "GPI AG" Game Production**
Position: Lead Artist

Project:

- "Golf simulation" (unannounced)
- "3rd person action game" (unannounced)
- "Casual game" (unannounced)
- platforms: PC, Xbox 360, PS3

Responsibilities:

- Directing the internal art department & external game artists
- Writing & updating the art game production documents
- Organize, communicate and motivate the art team
- Approval complete game content
- Preparing & showcasing milestone in presentations
- Strong communication to lead programmer, game designer and producers
- Create 3D building, vehicles, clothes, props, level geometry, high low poly, trees
- Create normal maps specular maps / particles / shader assignment
- Tools: Maya, 3Ds Max, Motion builder, Photoshop, Zbrush, Speed Tree, Vision Engine,

14.06.2007 - 12.12.2008 **Freelancer at Digitalmindsoft**
Position: 3D Artist

Project:

- "Desert Fox 2008" 1C Company

Responsibilities:

- Create 3D low poly buildings, props
- Tools: Maya, 3Ds Max, Photoshop

01.04.2007 - 13.06.2007 **Freelancer at Best Way**
Position: 2D/3D Artist

Project:

- "Men of War" 1C Company

Responsibilities:

- Create 3D low poly weapons, textures diffuse, specular
- Tools: Maya, 3Ds max, Photoshop

01.08.2006 - 10.06.2007 **Freelancer at Best Way**
Position: 2D/3D Artist

Project:

- "Faces of War" Ubisoft

Responsibilities:

- Create 3D low poly full destructible buildings, textures, diffuse, specular
- Tools: Maya, 3Ds Max, Photoshop

<http://facesofwargame.de.ubi.com/>

01.08.2005 - 12.12.2005 **Trainee at Radon Labs GmbH**
Position: 3D Artist

Project:

- "The Dark Eye / Drakensang (DSA)" dtp
- "Riding Star 2" dtp

Responsibilities:

- Create 3D models, swords, clothes, buildings, props, shader assignments, marketing materials

- Maya, Photoshop, Animation Character tool

- tools: Nebula2 Engine, Mangalore game framework

<http://www.radonlabs.de/>

01.11.2004 - 04.01.2005 **Trainee at Morgen Studios**
Position: 2D/3D Artist

Project:

- “Die wilden Fussballkerle King Michi”

Responsibilities:

- Create 3D models, buildings, props, textures diffuse, specular
- Tools: Light Wave, Photoshop, Nebula Engine

<http://www.morgen-studios.de/>

Education:

2003 - 2005 **Games Academy TM**
degree: diploma Game Artist

Project:

- “Rebirth” <http://www.betablockergames.com/>

Responsibilities:

- Concept, Environment modeling high/low poly, Texturing, normal mapping, lighting, animation
- Photoshop, Maya, orb normal bump, Zbrush, Nebula2 Engine, Mangalore game framework

