

Julius Peters

Environment Artist

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(ready to relocate)

In a nutshell:

I'm a 25-year-old guy from Germany who found his ultimate passion in creating video games and becoming a reputable professional in the games industry. Having had the opportunity to briefly work on a AAA title - namely The Witcher 3 - has left me deeply motivated to continuously master the skills of a Games Environment Artist and create content at the highest possible level of quality. I am also looking forward to relocate in order to achieve these goals.

Skills

- Advanced knowledge of high to low poly modeling, sculpting and texturing game ready props and environments
- Strong understanding of modularity and resource efficient asset creation
- Ability to create tileable textures and a good understanding of efficiency and restrictions inside a game engine
- Strong understanding of scene composition and the creation of interesting silhouettes (within asset creation and level composition equally)
- Experienced and efficient at adapting to new workflows and learning new software skills
- Good understanding of current production pipelines in the industry
- Experienced at working closely with other development departments and a good understanding of the other devs area of expertise
- Experienced at working as a project lead on a student project of about 10 team members, managing milestone planning, sprint planning and moderating meetings and presentations

Software Knowledge

- 3Ds Max
- Zbrush
- Photoshop
- CrazyBump
- Quixel Suite
- XNormal
- Substance Painter
- Substance Designer

Engine Knowledge

- Unity3D
- RedEngine3
- OgreEngine
- Unreal 4

Work Experience & Projects

May 2014 - July 2015: Sixteen Tons Entertainment Environment Artist (Started as Level Design Intern)

Projects: Emergency 5, Unannounced Mobile Game

Created props and environment assets for a mobile game currently in development
Responsible for:

- the modeling and texturing of several modular building assets
- the optimization and reassessing of a large variety of 3D assets
- complex prefab creation and developing new workflows within the in-house game editor (based on the OGRE Engine)
- almost the complete visual presentation of burning objects in Emergency 5 (Particles were created by another dev)
- blue light creation of all vehicles in Emergency 5

Worked closely with another artist on marketing screenshots taken out of the game engine

Filmed and voiced a series of tutorial videos for the game editor

Proactively set up and managed several excel lists that helped myself and the other devs with organization and consistency throughout the art department

September 2013 - December 2013: CD Project Red Environment Artist Intern

Projects: The Witcher 3 - Wild Hunt

Created blockouts for POIs within the open game world and worked on creating interesting environments within the RedEngine 3

Modeled and textured a few props for integration into the engine, adjusting to a workflow that was based on using a large variety of tileable textures and materials

Partly planned and created the layout of one of the biggest main dungeons of the game while working closely with quest and level design

Created the final blockout for said dungeon area and readied the scene for the final asset creation and polishing pass

Worked as a level designer polishing multiple locations in the open world and matched the quality standards of the other artists

Bachelor Degree Student Project: Onslaught: The Last Stand

Top-Down Action RTS created with a team of colleagues during my Bachelor Year at SAE Institute Berlin

Project lead and responsible for meeting moderation, organisation, milestone and sprint planning, and presentation of our work

Also contributed as a 3D artist and level designer to help shape the demo level and create assets that fit the game's look and feel

Education

Oct 2011 - Feb 2013: SAE Institute Berlin / Middlesex University London

Bachelor of Arts: Interactive Animation

Some Games I really like: Mafia, Dark Souls Series, Operation Flashpoint, World of Warcraft, Mass Effect, Baldurs Gate, Metal Gear Solid
Alien: Isolation, Telltale Adventures, Beyond Two Souls, XCOM, Fallout, The Elder Scrolls, Civilizations, Journey

References are available upon request.

I also encourage you to check out my [Linkedin Profile](#).