



## IN A NUTSHELL:

I'm a pop culture, film and fitness addict who left Germany in search of AAA game studios that would challenge me in my ambitions as an artist. I started my career with an internship at CD Projekt Red working on The Witcher 3. I decided back there and then that I wanted to dedicate myself to creating beautiful environments and help shape worlds that I could be proud of long after. Since then I was fortunate enough to also work on Gears of War 4, building multiplayer levels and adapting to an art style that is unique, to say the least. Now I am hungry for my next challenge.

## 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
- Good understanding of production pipelines and of what's necessary to be a help, rather than a burden, to producers in their day-to-day responsibilities

## SOFTWARE KNOWLEDGE

- 3Ds Max
- Maya
- Zbrush
- Photoshop
- Quixel Suite
- Marvelous Designer
- Substance Painter
- Substance Designer

## ENGINE KNOWLEDGE

- Unreal Engine 4
- Unity3D
- RedEngine3

## WORK EXPERIENCE & PROJECTS



### AUGUST 2016 - PRESENT: SPLASH DAMAGE

#### Environment Artist

Responsible for the creation of multiple shipped multiplayer maps for Gears of War 4 DLC. For in-depth information on these, please check out my [Artstation Portfolio](#).

### MAY 2014 - JULY 2015: SIXTEEN TONS ENTERTAINMENT

#### Environment Artist

##### Projects: Emergency 5, Emergency HQ

Created props and environment assets for the mobile game Emergency HQ, developing an efficient approach to low poly modeling and the importance of silhouettes (because we really didn't have much to work with). Worked as a Level Artist re-creating real world urban environments in the RTS Emergency 5. I was mainly responsible for the Cologne map.



CD PROJEKT RED®

### SEPTEMBER 2013 - DECEMBER 2013: CD PROJECT RED

#### Environment Artist Intern - The Witcher 3 - Wild Hunt

Responsible for several locations on No Man's Land and populating the open game world with interesting environments using the in-house RedEngine 3.

### OCT 2011 - FEB 2013: SAE INSTITUTE BERLIN / MIDDLESEX UNIVERSITY LONDON

Bachelor of Arts: Interactive Animation

Student Project: Onslaught: The Last Stand- Top-Down Action RTS

Project lead and responsible for meeting moderation, organisation, milestone and sprint planning, and presentation of our work. Also contributed as an Environment Artist to the creation of our demo level.



**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, The Last Of Us, XCOM, Fallout, Batman Arkham Knight, Civilizations

References are available upon request.