Environment Artist / Prop Artist<br>Name: Maximilian Erban<br>Alter: 24<br>Höchster Bildungsabschluss: Bachelor of Arts (Interactive 3D<br>Graphics)



Kontakt
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Beschreibung
Art der Beschäftigung: Vollzeit
Eintrittsdatum: ab sofort
Einsatzort:
on-site/remote

Hi, I'm Max. Nice to meet you!

I recently graduated from university of applied science in Ansbach, with a bachelor's
degree in Interactive 3D Graphics and now looking for a junior / mid position■as■Environment■r■Prop Artist!

During my studies I learned and practiced the artistic and technical aspects regarding the creation of gameassets from first concept to final engine integration. As professional 3D Generalist over the duration of one year, I built upon those foundations, gaining further proficiency in the creation of 3D props for games by using $\mathbf{D C C}$-Tools like Blender or Substance Painter.

Because of my fascination of great game worlds and science fiction, I am specializing in real time environments and hard-surface props. My aim is to contribute to believable and appealing game visuals that players will truly enjoy! For that reason I am highly motivated to continuously enhance my skills, learning new software and workflows!

Working in the game industry I believe it is essential to keep up with the newest technology. That's why I decided to push myself, to learn more about working with Unreal

## Engine 5, Lumen and Nanite

I am an open-minded person, that likes to work in a team, sharing and talking about ideas/concepts and create a $\square$ shared vision from different perspectives.

If you feel like I might be a good fit for your team, please feel free to reach out to me anytime. I would be happy to share more about myself during a personal interview!

Thank you for your time and consideration!

NETWORKS
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