

Stellengesuch vom 19.12.2023

3D - Character Artist / - Generalist

Name: Michael Braun
Alter: 29
Wohnort: 86150 Augsburg

Kontakt

E-Mail: michaelbraun94[at]hotmail.de
Homepage: <https://www.artstation.com/meshbreaker>

Beschreibung

Art der Beschäftigung: Teilzeit
Eintrittsdatum: ab sofort
Einsatzort: Local / Hybrid / Remote
Deutschland

Contact:

Michael Braun
+4917645794918
michaelbraun94@hotmail.de

Portfolio:

<https://www.artstation.com/meshbreaker>

I am studying Interactive Media Systems at TH Augsburg, starting to work on my Master's thesis in early 2024.

During my studies, I worked on several projects, with varying team sizes in **agile environments**. I was mainly acting as a creative lead, directly responsible for **3D Asset Creation** (mostly Characters) with desired performance, Highpoly baking, Texturing/ Material creation as well as, Branding.

Regarding my work, I am very passionate and precise. This ambition allows me to

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deliver assets worthy of being close to the camera and convey their **high production quality**.

Currently, I'm looking for a student trainee position during which I can also work on my thesis – and hopefully **stay and grow** after my studies are over.

However, a good opportunity will surely not be missed! :)

Experienced Workflows:

Lowpoly to Highpoly
Highpoly to Lowpoly
PBR Texturing

Skills:

- Complex understanding of Topology
- Excellent Lowpoly modeling Skills
- Meticulous UV Mapping
- Procedural Texturing.
- Strong ZBrush Knowledge
- Trained in virtual lighting, camera properties, framing and composition
- Engine Experience

- Comfortable in Adobe graphic applications (PS, AI, ID)
- Good Perception of Human Anatomy
- Interest in photogrammetry and AI-powered Software

Relocation is currently not possible.

Powerful private Workstation.

Drivers Licence class B & Car.

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