

Job Request dated from 01/31/2019

## Technical / 3D Game Artist

Name: Nikolaj Schöppler  
Age: 28  
Residence : 86415 Mering  
Highest level  
degree/certificate: Mittlere Reife



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### Contact

E-mail: contact[at]spark3dvision.com  
Website: <https://www.artstation.com/artist/jesmyrna>

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### Description

Type of employment: Full-time  
Entry date: immediately  
Place of work: Bayern  
Salary Expectation: verhandelbar

Hi

my name is Nikolaj and I'm an experienced technical artist in Unity and for VR. Although I was hired as an game artist for 3D/2D asset creation, I quickly developed a deep interest for more engine work. So I managed to teach myself a new set of skills for that purpose.

Right now I'm searching for a fulltime job as an technical Artist.

My task area was:

- create 3D assets
- create 2D Textures
- implement all assets into Unity, also those of my colleagues
- planand discuss new features with the programmer

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- direct the art team for optimal workflow
- implement UI Design in Unity
- plan, design and create new levels
- write new shaders
- set up lighting and bake lightmaps
- bake Occlusion culling data
- write documentation for future purpose
- write QA test scenarios and direct the team for duration of the test

I like working self-reliant, because i want to improve. The work as a team I love the most, because of the almost instant feedback you can get from others and the great feeling working together on a game.

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If i caught your interest, pleas don't hesitate to contact me via mail.

best regards  
Nikolaj Schöppler

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