Job Request dated from 07/11/2023

Environment Artist / Prop Artist

Name: Maximilian Erban
Age: 24
Highest level   Bachelor of Arts (Interactive 3D
degree/certificate: Graphics)

Contact

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Description

Type of employment: Full-time
Entry date: immediately
Place of work: on-site/remote

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Hi, I´m Max. Nice to meet you!

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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** or **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 **DCC-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 **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!

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Thank you for your time and consideration!

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