

Job Request dated from 06/19/2024

(Junior) 3D Artist / 3D Modeler - Blender,  
Autodesk Maya

Name:	Asha Prosi
Highest level	Bachelor of Engineering
degree/certificate:	(Audiovisuelle Medien)

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Contact

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Description

Type of employment:	Full-time
Entry date:	immediately
Place of work:	Stuttgart / Remote

Hello,

my name is Asha and I am looking for a job as a 3D (Modeling) Artist.

During my internship semester and as a working student, I mainly modeled 3D assets and created UVs in Maya for the children's TV series "The Muscleteers" (KiKa), I also optimized edgeflows and polycounts, created bind poses, modeled a set and did set dressing.

Recently I completed a further training in Product Visualization in Blender.  
Before that, I studied Audiovisual Media with a focus on Computeranimation.

My dream job would be to create stylized 3D assets for games (or animation) :)

If anyone is looking for a 3D Artist / 3D Modeler / Props Modeler / Environment Artist, I would be happy to hear from you!

Best regards  
Asha

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