

Job Request dated from 02/10/2017

3D Artist

Name: Frerk Guentzler
Age: 37
Highest level degree/certificate: Abitur



Contact

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Website: <https://www.artstation.com/artist/dethling>

Description

Type of employment: Full-time
Entry date: 03/01/2017
Place of work: Germany, England - flexible
Salary Expectation: 25000 EUR

I'm looking for a position as 3D Artist with focus on Hard Surface Modelling.

My long lasting experience as 3D Artist includes the creation of Low- and High poly models, UV mapping, baking, texturing (hand-painted, last-gen, PBR) as well as basic knowledge in Zbrush and current game engines like Unreal 4 and CryEngine.

At my first professional assignment I created a low poly fly-by model of an A-10 Warthog for the PC Game Command & Conquer Renegade X.

Currently I created several weapon models and props for the fan-project Command & Conquer: Genesis.

You can find examples of these models as well as some of my private projects at my artstation.com portfolio.

For all of my models I not only try to make them cool looking, but also believably from a functional and mechanical point of view. This realistic approach also makes it easier to animate the model later on.

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The position as a 3D Artist would allow me not only to bring my creativity to the table but also my passion technology and new workflows. I know that my long lasting experience and passion for games, my eye for details, forms and interesting scenarios as well as the urge to push myself to the edge and constantly improve myself and my skillset ensure that I will be a valuable and productive member of your team.

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