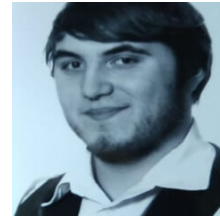


Job Request dated from 08/26/2021

## 3D Generalist for Games

Name: denis Möller  
Age: 28  
Highest level degree/certificate: Bachelor of Digital Arts and Entertainment



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### Contact

E-mail: denismaximilian[at]web.de  
Website: [https://www.artstation.com/denis\\_3d](https://www.artstation.com/denis_3d)  
Phone: 015734966138

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### Description

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

Heloo,  
my name is Denis and I am currently looking for an open position as **3D Generalist**.  
I recently graduated with an bachelor in digital arts and entertainment. Previously I aquired a degree in media communication.

Personally I am very interested in **Houdini, 3ds Max und Substance** and use those programs a lot. Furthermore I am skilled in **Unreal, Unity, Photoshop, ZBrush und Quixel**.

I have also basic knowledge of some common programming languages like **Vex, Python, Java**, which I tend to use for easing my workflow by programming smaller tools, at the moment I mainly use Houdini (Vex) for those.

In engine I prefer to program using visual scripting like the Unreal **Blueprint System** or/and Unity's **Bolt**.

### Skills:

#### **Software:**

Houdini  
3ds Max  
Substance (Painter/Designer)  
Unreal  
Unity  
ZBrush

Games-Career.com is a service provided by:

Quixel

**Programmieren:**

Vex

Python

Java

Blueprints (Unreal)

Bolt (Unity)



**Portfolio**



Games-Career.com is a service provided by:



Quinke Networks GmbH  
Bei den Mühlen 70  
20457 Hamburg / Germany