

Job Request dated from 12/30/2023

Internship 3D Artist (Internship semester)

Name: Marco Spitz

Contact

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Description

Type of employment: Internship
Entry date: 03/01/2024
Salary Expectation: 700 EUR

Portfolio: ☐

https://www.artstation.com/marco_sp

☐

Hi, I'm Marco.

I'm currently studying Interactive Media in the 5th semester at the TH Augsburg. This interdisciplinary degree program teaches design and IT skills and therefore provides the perfect foundation for working in the games industry. ☐

Through a variety of practical work I have gained profound knowledge in the common programs (Maya, Unreal Engine 5, Blender, Substance Painter, Quixel Mixer, Photoshop) and workflows (sub-div modeling, sculpting, baking, texturing and low-poly modeling). I am also happy to familiarize myself with other programs.

In my work, I attach great importance to a detailed and coherent representation. I am very ambitious. I see my future in the design of immersive game worlds.

I am currently looking for a compulsory internship for the sixth semester, starting in March 2024 and lasting at least 20 weeks, where I can contribute and expand my knowledge.

Please feel free to write to me!

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