

Philipp Schmidt, 3D / Environment Artist

Personal Information:

Name: Philipp Schmidt
Address: Hagen, Germany
Date of birth: 15th November 1989
Nationality: German
Email: PhilippSchmidt1000@googlemail.com

Education:

SAE Institute Bochum, Game Art & 3D Animation Diploma

Experience:

03.2015 - 05.2015 Stranded Deep – 3D Artist
01.2016 - 07.2016 Intern Environment Artist @ Crytek (The Climb)
08.2016 - 02.2017 Various Freelance Projects
03.2017 - 10.2017 Environment Artist for “ONWARD” (Downpour Interactive)
11.2017 - until now Environment Artist for “Identity” (Asylum Entertainment)
From time to time: Various Online Courses for www.3dmotive.com

Skills:

Highpoly Sculpting
SubD Highpoly Modeling
Lowpoly Modeling
Unity, CryEngine, UnrealEngine Workflow
PBR Texturing / Baking
Environment Art

Software:

Maya
3 dsmax
ZBrush
Photoshop
Substance Designer / Painter
Marmoset Toolbag xNormal
Houdini (Basics)
Speedtree