

# Philipp Schmidt, 3D / Environment Artist

## **Personal Information:**

Name: Philipp Schmidt  
Address: Hagen, Germany  
Date of birth: 15<sup>th</sup> November 1989  
Nationality: German  
Email: [PhilippSchmidt1000@googlemail.com](mailto: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](http://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