

Tobias Koepf

Environment Artist

Experienced Environment Artist looking for team to build epic worlds with!

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EXPERIENCE

Game Artist - King, Stockholm - Sweden

03/2018 - present

Working as a 3D Game artist on unannounced projects for mobile.

Environment Artist - Toys for Bob / Activision, Freelance

11/2017 - 03/ 2018

Spyro Reignited Trilogy - PS4/XBOX One

Brought 2 levels of the original Spyro game to current game visuals.

3D Artist - Coatsink, Newcastle upon Tyne, United Kingdom

09/2016 - 09/2017

Managed a small group of Artists as Art Lead on mobile VR title "A Night Sky".
Contract work for Nissan. 3D Artist on mobile VR title "Augmented Empire".

Artist in Residence - Sketchfab, Freelance

07/2016 - 08/2016

Was Tasked to create a 3D environment tailored to promote the Sketchfab online 3D Viewer.

3D Artist (Outsourcing) - Elite 3D, Valencia - Spain

11/2015 - 08/2016

Call of Duty - Infinite Warfare, Unannounced Projects

Created game ready assets for mobile and console games.

Texturing and Sculpting Instructor - 3D Motive, Freelance

01/2016 - 03/2016

Authored an extensive video tutorial series about the creation of a stylized dungeon environment.

Environment Artist (Intern) - Guerrilla Games, Amsterdam -

The Netherlands

09/2014 - 01/2015

Horizon - Zero Dawn, PS4

World Building and Environment work on several locations in the game.

SKILLS

World Building

Level Art

Lighting

Game Asset creation

Time Management

Critical Thinking

Team Oriented

Agile/Scrum

AWARDS

The Journey - Artstation Challenge (3rd Place)

CG Student Awards Finalist (Top 20)

IGJAM 2016 (Gamescom) - Best game (shared), best Multiplayer

VOLUNTEERING

GDC Europe, 2014+2015

Conference associate at the European GDC.

LANGUAGES

English, German (native), Dutch

German Nationality

EDUCATION

Bachelor of Engineering in Game Architecture and Design

09/2011 - 07/2015

NHTV University of Applied Sciences, Breda - The Netherlands