



## Contact Info

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Portfolio:

**UHL3D.AT**



# RÉSUMÉ

DOMINIK UHL, BA, MA

## Work Experience

12/2017 - Present  
**Freelancer - Environment and Material Artist**  
Worked for Mooneye Studios, MARK13, Laserboys 3000, GLO'ART and others.

06/2017 - 09/2019  
**Junior Lecturer**  
**Salzburg University of Applied Sciences**  
Teaching Substance Designer and Painter, Unity, Real-Time PBR, Lighting and Light Baking, Performance Optimization and coaching student projects

11/2014 - 06/2016  
**Technical and Environment Artist**  
**NIVA**  
Asset creation, Level Design, Set Dressing and technical art (asset, scene and level optimization), project management

01/2014 - 06/2014  
**Environment and Effects Artist**  
**Triptychon**  
Environment asset and realtime VFX creation in Unity, project management, Game Design

07/2013 - 02/2013  
**Environment Artist Internship**  
**Deck13 GmbH**  
low and high poly modeling/sculpting, texturing, mesh, scene and level optimization, as well as preparing briefings for outsourcing companies

## Software proficiency

Substance Designer & Painter

Autodesk Maya, Pixologic ZBrush

Unity 3D, Unreal Engine

Marmorset Toolbag, Adobe Photoshop

SpeedTree, World Machine

Adobe InDesign, Adobe After Effects

Adobe Premiere, Adobe Illustrator

Autodesk Mudbox, RealFlow

C#, MEL, Python

## Languages

German native

English (spoken and written) Level C2

French (spoken and written) Level A1

## Education

- 08/2017      **Substance Designer PBR Mentorship**  
with Joshua Lynch
- 10/2014 -  
01/2017      **Master of Arts in Arts and Design**  
Salzburg University of Applied Sciences  
Thesis: „Domestication through Computer games“  
A thesis about the influences of games on society and  
vice-versa.
- 09/2011 -  
07/2014      **Bachelor of Arts in Arts and Design**  
Salzburg University of Applied Sciences  
Thesis: „Level Design, Environmental  
Storytelling and Immersion“  
A thesis about the core concepts of Level Design, Environmental  
Storytelling and Immersion and the connections between them.

## Hobbies/Interests

3D, beachvolleyball, table tennis,  
jogging, reading, games, playing  
guitar, cooking and baking

## Professional Skills

Communicative, high self-initiative and happy to work in  
a team.

Able to receive and give feedback/criticism and execute  
changes accordingly (in my opinion getting feedback is  
essential to improve any art).

Eager and proactive in learning new software, skills or  
workflows.

Passionate and organized and able to work efficiently  
under tight schedules.

