

Patrick Danneker

Senior 3D Generalist + Character Artist

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[website](#)



CORE SKILLS

Modeling
Texturing
Look Dev
Lighting
Rendering

INTRODUCTION

Over 10 years of experience as a 3D Artist in advertisement, movies and automotive.

Focused on creating high quality digital assets (organic, hardsurface, creatures, environments)

EMPLOYMENT

Unexpected, Stuttgart – 3D Generalist

Apr 2009 - Present

Modeling, Texturing, Look Dev, Lighting, Rendering

Unexpected, Stuttgart – Internship

Oct 2008 – Apr 2009

Hard surface Modeling, technical animation

EDUCATION

Fachhochschule ULM (FHU) – Bachelor of Arts

Oct 2004 – Sep 2008

Digital Media: Grade: 1,9

Gymnasium Plochingen, Plochingen - High School

Sep 1994 – Jun 2003

Qualification for university matriculation: Grade 2,3

SOFTWARE SKILLS

3D Studio Max / V-Ray
Z-Brush
Substance Painter
Substance Designer
Mari
Marvelous Designer
World Machine
Photoshop
Blackmagic Fusion
Da Vinci Resolve
Unreal Engine (Basics)

LANGUAGES

German – Native
English – Full
French – Limited

RECOGNITION

3D Artist Magazine (Issue 133)
3D World Magazine (Issue 257)
Zbrushcentral TopRow
3DTotal Excellence Award (2x)

LINKS

[Portfolio](#)

[Demoreel](#)

[LinkedIn](#)