
Personal

Born 04.12 1975
in Duisburg

Professional Career in 3D Art

- 07/2018 - current **Founder of Giant Gun Games**
- 01/2017 - current **Freelancing in 3D Game Art, realtime Arch Viz Unreal Engine exclusive**
- Rein, ILG, sooi, bEpic, Acht, Timeride GmbH, ReInVR, GrooveJones, Daedelic West, Staramba
- 08/2014 – 2017 **Lead Artist / Department Lead and founder of Piranha Bytes RED**
Project: Spacetime
- Lead and management of the 3D and level design department
 - Outsourcing Management
 - Creation and scene dressing of 3D Assets modelling, sculpting, mapping and texturing
 - Level design
 - Lighting and Mood-Design
 - Gamedesign
 - Visual programming
- 12/2011 – 08/2014 **Lead Artist / Department Lead at Piranha Bytes**
Project: Risen 3
- Lead and management of the 3D and level design department
 - Outsourcing Management
 - Creation and scene dressing of 3D Assets modelling, sculpting, mapping and texturing
 - Level design
 - Lighting and Mood-Design
- 06/1998 – 12/2011 **Artist at Piranha Bytes**
Projects: Gothic 1, Gothic 2, Risen 1, Risen 2
- 3D artist, Senior Environment Artist / Lead Artist for environment art and Level design
- Creation and scene dressing of 3D Assets modelling, sculpting, mapping and texturing
 - Level design
 - Lighting and Mood-Design
 - Outsourcing Management

Professional Career as a lecturer

- 10/2017 – current **Lecturer for Game Art at MDH Düsseldorf**
- Lectures for 3D Environment Art, Sculpting, Asset Creation, Lighting, Game Art Theory etc.
- 03/2013 – current **Lecturer for Game Art at SAE Cologne, SAE Bochum, SAE Hamburg, SAE Frankfurt**
- Lectures for 3D Environment Art, Sculpting, Asset Creation, Lighting, Game Art Theory etc.
- 07/2011 - current **Lecturer for Game Art at S4G School for Games GmbH**
- Lectures for 3D Environment Art, Sculpting, Asset Creation, Lighting, Game Art Theory etc.
- 01/2006 – 01/2012 **Lecturer for Game Art at Games Academy**
- Lectures for 3D Environment Art, Sculpting, Asset Creation, Lighting, Game Art Theory etc.

Studies and School

01/1996 – 01/1998

Universität Duisburg/Essen

- Medieval History
- Germanistik/Anglistik
- Studies aborted

1996

Gesamtschule Duisburg-Mitte

"Abitur" certificate

Additional

Languages

Deutsch: native

Englisch: fluent in speech and writing