

Thomas Wellmann

Data

Born Dec. 24 1984
Heilbronn, Germany

Nationality German

Driver's License Yes

Languages German native
English fluid
French basics
Klingon basics

Availability Freelance or full time

Willing to move? Yes (worldwide)

Portfolio: tomgon.de

Skills

Modeling (Organic, hard surface)
Texturing
Rigging
Animation

Grafikdesign
Layout
Typografie
UI Design

Gamedesign
UX Design

Mario Kart 8

Tools

modo
Substance Designer/Painter
Marmoset Toolbag
Marvelous Designer
Quixel Suite

Unity 3D
Unreal Engine 4
GameMaker-Studio

Photoshop / Affinity Photo
Illustrator / Affinity Designer
InDesign / Affinity Publisher

Employment

Aug. 2016 – today Freelancer, Munich, Germany
Clients: Adidas, Bertelsmann, V W, Media-Saturn

Sep. 2015 – Aug. 2016 VR 3D Artist,
Innoactive Digital Realities GmbH,
Munich,
Clients: BMW, BSH, Zeiss

Apr. 2015 – Jun. 2015 3D Artist, digital-artist.info, Munich

March 2014 – Apr. 2014 3D Artist/Designer,
Critical Force Entertainment Oy,
Kajaani, Finland
Shipped: Company of Tanks
for Android/Windows phone

May 2012 – Apr. 2014 3D- and later Lead Artist,
Cute Attack Oy, Helsinki, Finland
Shipped: Captain Olumsy
for iOS/Android

Sep. 2013 – Dec. 2013 Graduated gamefounders.com
startup incubator program,
Tallinn, Estonia

Nov. 2010 Internship, Chimera Entertainment,
Munich

Education

2008 – today **+40** game jams

2008 – 2013 Mediadesign Hochschule, Munich
B.Sc. in game design

2005 – 2008 Apprenticeship for graphics design,
staatl. gepr., Berufskolleg für
Grafikdesign, Heilbronn