

Thomas Vogel

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Date of Birth: 05/14/1985

Languages: German and English

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I am looking for a challenging position inside the field of 3D art.

Professional experience

02. 2010 – Present: Working as a Junior Character Artist at *Rocketbox Studios*

Responsibilities:

- Low- and Highpoly modelling and sculpting
- Next-gen Texturing, photo source or hand painted normal-, diffuse- and spec maps
- Real Time shader construction with UDK
- Character design
- Mocap - character animation with Xsens system and 3ds Max
- Rocketbox Libraries development for Unity
- Establishing a Maya pipeline for production

This job gave me the ability to maintain a visual art style on a next-Gen Project.

01. 2009 – 07.2009: Working as a quality assurance intern at *Electronic Arts Phenomic*

Responsibilities:

- General game play tests
- Game design evaluation and providing reviews
- Level design and balancing feedback
- Finding, reporting and tracing bugs and issues

This job involved me in many different stages of the game development process and granted me working experience in a professional production pipeline.

06. 2006 – 09-2006: Internship as a digital media designer at *Ingame GmbH* in Hamburg

Responsibilities:

- HTML, XML, CSS programming
- SQL/MYSQL database handling
- Maintain the Ingame Online portal

This job gave me the technical background which was a requirement to start my studies at the Beuth University Berlin.

Education

2006 – 2009: Beuth University Berlin, Bachelor of Science

- Multimedia design, character design, interface design, modeling, texturing, animation,
- Shadercreation with HLSL

Software Experience & Skills

3D/2D Software

- Autodesk 3DS Max , Maya
- Pixologic ZBrush
- Adobe Photoshop , Corel painter, Bodypaint
- Unreal Engine / UDK , Cry Engine, Unity
- xNormal , crazybump , UVlayout , Topogun

Miscellaneous/Related Software

- Adobe After Effects ,Flash, Adobe Premiere
- HTML, PHP, MySQL, Python for Maya
- MS Office, Open Office

Skills

- Ability to low- and highpoly modelling with Maya & 3DS Max (characters, hard surface, environment, assets)
- Extremely proficient with Photoshop (texturing, drawing, retouching)
- Advanced ZBrush skillets (sculpting, normal map generation, texturing)
- Solid knowledge of human anatomy
- Sense for creating an exciting and entertaining gameplay
- Communication and social skills to work efficiently in a team
- Highly motivated an enthusiastic

Personal Experience

2008 – Present: Jump! a student Game project

- Lowpoly characters and environment created with Maya, Photoshop and Bodypaint
- Modeling, texturing, animation and rigging
- The game runs on a custom engine

Interests & Hobbies

- Gaming is one of my major hobbies. My favourite genres are FPS/RPG hybrids
- Life drawing is one of my favourite leisure time activities
- I've a keen interest in most media; films, books and traditional & digital art.
- Besides playing games, sports are one of the most important activities in my life. I like to play Football, jogging and Squash.