

Berlin, Germany
www.bpastooors.com

b.pastooors@gmail.com
+49 176 21430764

Work Experience

Since Nov 2016 | 3d Artist at Wooga

Bubble Island 2

Expanding and developing the style and workflow for pre-rendered city maps

Creation of effects and gameplay elements in Unity

Sep 2016 - Okt 2016 | Freelance 3d Artist at Happy Tuesday

Various Projects

Developing processes and art-styles for various outsource projects and proposals

Nov 2015 - Jul 2016 | Environment Artist Contractor at Sony Computer Entertainment Europe

VR Worlds

Creating, developing and optimizing 3d assets and environments based on concept art and art direction

Apr 2011 - May 2015 | Senior 3D Artist at Happy Tuesday UG

Coin Dash / Pumpkin Sweet Adventure

Creation of assets and environments in preexisting style

Supporting the creation of ui artwork

Hero Defense - Haunted Island

Translating the previously developed style into real-time 3d

Developing level creation processes and co-developing corresponding technical implementations

Creating levels, assets and looks for new settings

Teaching and supervising interns and juniors to ensure consistent quality

Supporting the art director in reviewing level creation

Supporting development of processes and workflows in other art areas

Outsourced Art for Good Games Studios

Creating 3d assets based on provided concept art

Co-developing rendering style (lighting, shading and texturing)

Outsourced Art for Celluloid VFX

Creating assets for various ad-projects based on photographic reference or rough concept art

Outsourced Art for Warlords by Black Anvil Games

Co-developing look and workflow

Supporting the art director in guiding and leading other artists and ensuring consistent style and quality

Volkswagen Race anywhere

Creating mobile ready car models based on cad-data

Creating shaders with Shaderforge for Unity and photo real texturing and shading

Prototyping game-play and presentation

Undisclosed Project

Creating a visual target for car models in the project

Developing and documenting a pipeline including model guidelines

Creating a base material library in Substance Designer

Prototyping game-play and presentation

Also

Developing general pipelines and improving workflows

Training and supervising of juniors and interns

Developing looks and creating assets for various smaller outsourcing projects, art tests and internal r&d

Okt 2009 - Okt 2011 | 3D Artist in Semester Projects at Games Academy

Working in a team to develop a student game project each semester

Learning new tools and processes and adopting different roles in the art team

Developing pipelines and art styles

Leading and supporting other artists

Skills

Highpoly modeling

Lowpoly modeling

Sculpting

UV unwrapping

Baking

Texturing in various styles

Texturing for pbr

Scripting

Pipeline and workflow optimising

Lighting

Shading (shader creation)

Rendering

Software

Modo

Maya

Zbrush

Photoshop

Unity

Udk

Quixel Suite

Substance Designer and Painter

Shaderforge

Marmoset Toolbag

Languages

German (native speaker)

English (full professional proficiency)

Formal Education

2009 - 2011 | Game Art & Animation at Games Academy Berlin