

Martin Teichmann

Environment Artist

Nationality: German

DOB: August 10th, 1985

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■ PROFESSIONAL EXPERIENCE

01/2013 - Present – Rocksteady, London

Environment artist for unannounced project.

Modeling and texturing exteriors and interiors. Using Autodesk 3ds Max, Pixologic Zbrush and Adobe Photoshop.

04/2011 - 12/2012 - Crytek, Frankfurt on the Main

Environment artist for Crysis 3.

Modeling and texturing buildings and interiors. Using Autodesk 3ds Max, Pixologic Zbrush and Adobe Photoshop.

06/2010 - 03/2011 - Internship, Crytek, Frankfurt on the Main

Environment artist for Crysis 2.

Modeling and texturing buildings and interiors. Using Autodesk 3ds Max, Pixologic Zbrush and Adobe Photoshop.

09/2009 - 06/2010 - Freelance artist

Freelance artist for several studios. Modeling and texturing real time assets. Also trained other artists in Modeling and UV mapping. Using Autodesk Maya, Autodesk 3ds Max, Unreal Ed, Unity Engine, Adobe Photoshop, Pixologic Zbrush and Autodesk Mudbox.

08/2009 - Internship, Travian Games GmbH, Munich

2D/3D artist for the browser game Imperion.

Modeling, texturing and rendering assets using Autodesk 3ds Max and Adobe Photoshop.

09/2008 - 4/2009 - Deck13 Interactive GmbH, Frankfurt on the Main

2D/3D artist for the RPG Venetica (Xbox 360 and PC).

Modeling, texturing and lighting levels, buildings and props. Using Autodesk Maya and Adobe Photoshop.

08/2007 - 02/2008 - Internship, Deck13 Interactive GmbH, Frankfurt on the Main

2D/3D artist for the RPG Venetica.

Modeling and texturing levels, buildings and props. Using Autodesk Maya and Adobe Photoshop.

03/2007 - 07/2007 - Working student, TML-Studios, Erfurt

2D/3D artist for the Adventure Sunrise The Game.

Modeling, texturing, lighting and render locations. Using Autodesk 3ds Max and Adobe Photoshop.

▪ OBJECTIVES

To be a part of a highly motivated team, work on exciting game projects and share the passion and the skills with other artists.

▪ SKILLS

Landscape, vegetation and architecture modelling, both low and highpoly for realtime assets.
Mapping and texturing, includes diffuse-, spec/gloss-, normal/height- texture creation.
Light and Material setups in several engines.
Adequate knowledge in HLSL, Mel and C++ Programming.
Spoken and written German, English.

▪ SOFTWARE

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|-------------------|-----------------|
| Autodesk Maya | Expert |
| Autodesk 3ds Max | Expert |
| Adobe Photoshop | Expert |
| Pixologic Zbrush | Expert |
| Autodesk Mudbox | Familiar |
| Cryengine Sandbox | Expert |
| Unreal Ed | Expert |
| Unity Engine | Familiar |

▪ EDUCATION

10/2005 to 9/2008 - Bachelor Computer Science in Media

Fachhochschule Erfurt University of Applied Sciences

3/2001 to 9/2003 - Apprenticeship IT Finance

Karl-Volkmar-Stoy-Schule Jena