

FLORIAN FELDBINDER

mail@florian-feldbinder.com || www.florian-feldbinder.com

PERSONAL PROFILE

Team-oriented 3d generalist with a proactive orientation focusing on hard surface, environment and technical art. Has a fast and efficient workflow optimized for video games and a strong knowledge of the Unity Engine incl. shading, lighting, particles, mecanim, level design, etc.

ACHIEVEMENTS

Polycount Award (Dota 2 Winter Contest 2016)

Karl H. Ditze Award for "Voodoo" (Best project 2015)

SAE Diploma of Interactive Entertainment Design (GPA 1,9 - 2012)

Capoeira graduation (Graduado)

KEY SKILLS

Modeling and texturing optimized for video games

Advanced shading ability in game engines

VFX skills such as particle systems

Some rigging and animation skills

Ability to follow concept art very closely

Quickly become acquainted with new tools

SOFTWARE KNOWLEDGE

3Ds Max • Maya • Blender • 3DCoat • ZBrush • Marvelous Designer

Substance Painter • Substance Designer • Quixel Suite

Photoshop • Illustrator • InDesign • Flash

Unity • Unreal Engine

UV Layout • Marmoset Toolbag • xNormal

WORK HISTORY

2012 – present
Freelance 3D Artist
Wasteland 3,
DRL Simulator,
Pantropy, Dota 2,
The Blu, etc.

Besides my studies and my minor employment in 2012 I started working as a Freelance 3D Artist mainly in the games industry.

- Wasteland 3
- Black-ish (TV Series)
- DRL Simulator
- Pantropy
- Dota 2 Workshop
- Etc.

2013 – present
Vision Keeper
Lead 3D Artist
Voodoo

In 2013 I started working casually on a personal indie-game. My idea of a game appealed to other artists, programmers and sound designers a lot by what the team grew to a medium size in a short time. In 2015 we won the Karl H. Ditze Award of the HAW Hamburg for the best project.

- Managing a project with differently skilled individuals
- Coming to game design decisions
- Instructing of other 3d artists
- Modeling and texturing of characters, creatures, environment and props on the basis of concepts
- Rigging and animation of characters and creatures
- Shading and visual effects
- Some scripting

2015 – 2016
Lead 3D Artist
Inner Cookie Party

In 2015 I started working on a part time basis as Lead 3D Artist on the game Proles, a dystopian mmo space game.

- Elaborating workflows for the art department
- Creating smart materials with Substance Painter
- Modeling and texturing of high quality space ships

2014
Freelance Artist
2B Advice LLC

After my internship I worked as a Freelance Artist for the 2B Advice LLC, the New York office of the 2B Advice GmbH. My assignment was to create an informative promotional video for the American market for the new software release. Work samples upon request.

- Modeling of simple geometric 3d shapes
- Creating 2d vector graphics
- Creating simple 3d, 2d and camera animations
- Cutting of audio files
- Rendering and compositing of the different elements

2013 – 2014
Intern 3D Artist
GameArt Studio

Starting in 2013 I worked on Quantum Rush (a futuristic PC racing game) as an intern in the graphics department at GameArt Studio for 4 months. During this time the game launched the closed beta level and I learned a lot about in-house development as well as productivity.

- Modeling and texturing of weapons, environment and props in an interesting and semi-realistic style
- Efficient and customizable shading and vertex-shading for effective assets (holograms, waving flags, waterfalls, etc.)
- Creating visual effects

2008 – 2014
Graphical Assistant
2B Advice GmbH

From 2008 - 2011 I worked as a Freelance Assistant for the 2B Advice GmbH. Starting in 2011 this has been extended to work as a Graphical Assistant with a so-called “minor employment”. Work samples upon request.

- 2d vector- and pixel graphics (product logos, software icons, print, etc.)
- 3d models used for marketing
- 3d animated video as an intro for software tutorials
- Tutorial videos (recording, editing, subtitles)
- Software testing
- Authoring of help texts in German and English using Help Studio

2008 – 2011
Assistant
HRS Building
Company

I did a lot of project work for a building company specializing in custom interior refurbishing. By doing this kind of work I developed a good comprehension of the internal structure of buildings and more generally of installations.

- Loam renderings
- Electrical and water installations
- Dry walling

2006 – 2007
Civilian Service
Evangelic Hospital
Göttingen-Weende

The first job I did after school was the civilian service. I worked in the occupational therapy department of the Evangelic Hospital in Göttingen.

- Basic occupational therapy methods
- Working in a team of differently skilled individuals
- Working with associates from across the world
- Working with patients of diverse ages

EDUCATION

2011 – 2012
**Interactive
Entertainment**
SAE Institute Berlin

To expand my skills in 3d applications and become more professional in game optimized modeling I started my studies at the SAE Institute. In 2012 I successfully finished the Diploma Level in Interactive Entertainment Design.

- Modeling (Maya, 3ds Max)
- Sculpting and texturing (ZBrush, Photoshop)
- Rigging and animation (Maya)
- Game engine integration (Unity)
- Drawing

2008 – 2011
3D Art
Self-Studies

Over 3 years I spent a lot of time teaching myself several 3d and 2d applications as well as game engines. In this time I worked very determined to get a game art trainee position in further future.

- Modeling (3ds Max)
- Texturing (Photoshop)
- Shading (UDK/UnrealEd 4.0)
- Vector graphics and layout (Illustrator, InDesign, Flash)
- Animation Basics (3ds Max)

2007 – 2008
Ergotherapy
Berufsbildende
Schulen Münden

In 2007 I started my first education. After one year I dropped out of school for reorientation towards 3d art.

- Basic occupational therapy methods
- Anatomy
- Pathology
- Report making

INTERESTS

I have been constantly practicing Capoeira (an Afro-Brazilian martial art) starting in 2008 until today. This includes 3 - 5 trainings a week (6 - 10 hours) plus participation in workshops, training courses, tournaments and examinations in various places and with a lot of traveling.