

# Max Hök

Georgenstraße 57, 80799 Munich, Germany

+49 162 2601044 / [mail@max-hoek.de](mailto:mail@max-hoek.de)  
[max-hoek.de](http://max-hoek.de)

---

## RESUME

### Hologate, Munich, GER, Unreal 4 (2018 - present)

**Zombyte**, VR / HTC Vive (to be released Q4 2018)

**3D Artist**

Responsible for all weapons and hardsurface assets

**Cold Clash**, VR / HTC Vive (2018)

**Junior 3D Artist**

Responsible for the whole level design, lighting, as well as 3D/2D asset creation

**Simurai**, VR / HTC Vive (2017)

**Junior 3D Artist**

Worked on patches and updates, like a new tutorial

### Token Tantrum, Frankfurt, GER, Unity3D (2018 - present)

**unannounced**,

**Freelance Hardsurface Artist**

Supporting the art team with all kinds of hardsurface objects

### LeadFollow Games, Frankfurt, GER, Unity3D (2017 - 2018)

**Tiny Tanks**, PC (to be released Q2 2018)

**Freelance Hardsurface Artist**

Designing and modeling, modular tanks and skins

# Max Hök

Georgenstraße 57, 80799 Munich, Germany

+49 162 2601044 / [mail@max-hoek.de](mailto:mail@max-hoek.de)  
[max-hoek.de](http://max-hoek.de)

---

## EDUCATION

**Bachelor of Arts (B.A.), Interactive Animation**, Frankfurt, GER (2014 – 2017)

Game Art at School of Audio Engineering

## ADDITIONAL PROJECTS

**Lecturer at School of Audio Engineering**, Frankfurt, GER (2016 – 2017)

Game Design and Game Engine Courses

## TECHNICAL SKILLS

**Engines / Editors** Unreal 4, Unity3D

**Tools** 3DsMax, ZBrush, Fusion 360, Substance Painter/Designer, Photoshop

**Basics** CAD, Animating, Rigging

## SHIPPED TITLES

**Cold Clash** (VR / HTC Vive)