

Contact

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Top Skills

Game Development
Game Design
3D Modeling

Languages

German
English

Certifications

Leadership

Publications

Pricing Pixelart or "Where can I get free pixels?!?"

Richard Schmidbauer

Freelance Graphic Artist 2D/3D at Visionvortex
Mallersdorf-Pfaffenberg, Bavaria, Germany

Summary

I have been working in the games industry as a professional 3D Artist, Art Director and Producer since 2007.

I bring extensive knowledge of 3D techniques, photo realistic rendering and texturing, both offline and for games, as well as generally a deep expertise with game engines, shader design and game production.

I'm constantly coming up with new designs, ideas, concepts, creatures and worlds. I need to create and I love being part of a team that really wants to achieve things and wants to challenge itself.

If you need reliable, creative and professional expert services in game production and cutting edge 3D asset production feel free to contact me any time you see fit.

Experience

Visionvortex

Freelance Graphic Artist 2D/3D
January 2015 - Present

I started freelancing in January 2015. After setting up my business I started working for various projects. Most of them indie games, marketing, graphic design and webdesign.

Zauberberg Medien

Art Director
June 2016 - Present
Chemnitz Area, Germany

I have been hired by Zauberberg Medien GmbH to help them with their Proof of Concept in 2016. The game concept received successful funding in 2018 and is now in preproduction. Goal is to produce a workable Alpha version for customer demonstration and further funding.

I have been doing most of the art assets for the game. For the trailer as well as for the actual game prototype. We switched asset production to fully 3D in the Unity 3D game engine at the start of this year, which made developing a lot of new shaders and visual components necessary. Which is also in my responsibility.

Voodooosoft

Lead Artist, Art Direction

November 2016 - Present

Germany

I have been responsible for art production and art direction for the upcoming roguelike game "Lethal Running" (<http://www.lethalrunning.com>) I reworked existing assets (everything but in-game character assets) produced a new style and visual look and added to the existing world by creating new and unique assets for the game.

Team Andrecca

Pixel Artist

July 2015 - April 2019 (3 years 10 months)

Remote

I have been hire by Team Andrecca to work on the pixel art Logo, Title Screen and UI for their current game. The game has been picked up by the developers just recently with some serious budget efforts. Right now I am redoing most of the ingame assets.

More information on the project can be found at <https://teamandrecca.com/> and <http://www.indiedb.com/games/andrecca-adventures/news>

Techniccept LLC

Lead Artist, Art Direction

November 2015 - January 2019 (3 years 3 months)

Remote

I was hired by Michael Gray (Game Director) to do the visual development and asset production for his game "Tank Shot Commandos". The game revolves around a multiplayer top down arcade tank battle and is set in a sci-fi scenario

CipSoft GmbH

Senior Graphic Artist

April 2014 - January 2015 (10 months)

Regensburg Area, Germany

After finishing the game prototype "Chubby Floating Islands", I was assigned to the graphics team. Since the company is currently restructuring all processes regarding innovation management. At the moment I am responsible for creating artworks for games and marketing purposes as well as maintaining Alienbrain as our workflow management tool. In addition I am doing research projects to evaluate new software solutions. The latest project in this sector has been Blender 3D and Maya LT usability research. My main responsibilities at the moment are: art director 3D, graphic design Lead, UI design Lead, video cut and editing supervisor.

CipSoft GmbH

1 year 6 months

Game Director - "Chubby Floating Islands" (Game Prototype, Released)
June 2013 - April 2014 (11 months)

After pitching an idea for a game to our internal development team, the pitch got approved. I then was assigned two colleagues to work with. Our task was a bit daunting: create a game ready for release as alpha within 7 months. I had been assigned Game Director for the project. My colleagues were a programmer and a game designer. So I had been left with game art creation, project management and budgeting. Since our workforce was limited, we hired a freelance sound designer and two freelance artists for additional pixel-art. The game client was created in Unity3D, as a server solution we decided to go with SmartfoxServer X2. After an initial period to work the core team into Unity and C# we started the development. Client development was split between me and our game designer, server connectability and server code was done by our programmer. After that it was working on development and improving upon our initial game-design to integrate feedback from our first internal tests. The project went really well. We managed to get through with next to no crunch time. We didn't burst our budget. It just got a bit narrow for the final milestone, since we really were into the whole project and wanted to cram in as much content as possible. Three guys and a budget of under 10k€. The result was released in February 2014 at cfi.cipsoft.com

Senior Graphics Artist

November 2012 - June 2013 (8 months)

As Senior Graphics Artist I am tasked with a wide variety of responsibilities, that change on project basis. Those tasks include creating high quality artwork for pre-visualization and advertisement purposes. In addition I am responsible for designing and creating high quality game art assets for both 2D and 3D game environments.

An important aspect of my daily work is designing new asset pipelines and improve on existing ones by providing new tools, evaluation solutions and software suites and integrating those into our workflow.

I am giving advice on the structure and design of new projects, both in pre-production and during production, to make sure that a consistent and clean design and workflow is applied to the actual production process. I am to provide insights into technical challenges and provide the team with solutions for that specific project.

doPanic GmbH
External Graphics Artist
2013 - 2013 (1 year)

I was hired to design the UI and UX for a POS-App for iPad.

CipSoft GmbH
5 years 10 months

Project Manager - Fiction Fighters
March 2011 - November 2012 (1 year 9 months)

After already having many responsibilities of a project manager (the position is called Product Manager at CipSoft) i decided to take on the challenge when a position as PM became available. Being the art director of the project and considering the team size of 10 full-time team members, the lead project manager decided to leave all art directing and graphics team related responsibilities on my side. My daily tasks shifted away from art asset production to team management. In addition I had already become proficient with Actionscript3. So I also had to fill a larger role in game client programming. Those tasks were split between our main client programmer and me. He handled the server communication and storage design, I handled animation, graphics and UI related implementation tasks. Fiction Fighters released in Q3 2012. After an initial surge of players it sadly became apparent that the project could not create long term success without additional investments in team size. The company was not ready to make those investments, since the project itself was of a highly experimental and innovative nature. There was no guarantee for success. Accordingly, the project was cancelled in late November 2012.

Senior Graphics Artist - Fiction Fighters
December 2008 - March 2011 (2 years 4 months)

Being still employed for Fiction Fighters, my task list expanded when we started hiring additional artists and bringing in interns to help out in asset production. In Addition, we started developing our web frontend in Adobe Flash. Being new to Flash i worked into the animation side of things and started to make progress with Actionscript 3. At the end of that work period i was teamlead graphics for Fiction Fighters. We were a team of three full-time graphics artists and several interns. I managed asset production planning, switched the management tool for the graphics team from SVN to Alienbrain and was in general responsible for directing and managing the team. I also reported to our project manager, gave estimations for planning and helped the Project manager by giving insight into workflow processes and pipeline related challenges. In addition, all art directing responsibilities also lay on my side.

Junior Graphics Artist - Fiction Fighters

February 2007 - December 2008 (1 year 11 months)

I was hired to develop the art style and content production pipeline of the product Fiction Fighters. The project aimed at generating an online comic book allowing for social interaction as well as competitive and cooperative play. At that time, I was the only 3D artist at the project and held all responsibilities of the job. I developed early previs-concepts and style-guides, created in-game characters for testing out various functional concepts and created environments for display in the first game prototypes. In addition, I started developing our first in-house tools for facilitating our planned workflow.

Education

Macromedia Akademie Munich

Postgraduate Studies - 3D Design, 3D Design, Modeling, UV, Texturing, Rigging, Animation · (2004 - 2006)

Universität Regensburg

Diploma in Business Economics, Human Resources Management/Personnel Administration, General, Multimedia and Macroeconomics · (1999 - 2004)

Ludwigs Gymnasium Straubing (Grammar School)

Abitur, Fine Art, English Language · (1989 - 1998)