

CHRISTIAN HERMAN

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Professional Experience

Internship at OVFX Outlook Company

January 2020 - March 2020

Worked with a team of artists on an animated children's shows as well as work on an unannounced feature film. Major roles included creating environments, shaders, and helping to incorporate Unreal Engine into the team's visual effects pipeline.

University of Maryland Shock Trauma Center: Quadcade

January 2020 - Present

Working with a team of artists and programmers to polish and expand a virtual reality game designed for use by recovering quadriplegics. Major roles include unifying the aesthetic of the game from UI, effects, and 3D assets. Also working to bug fix and create promotional artwork for the game.

Freelance Illustrator and Designer

May 2017 - Present

Working efficiently to meet deadlines established with the client. I have designed promotional material for books and events, as well as creating art for independent clients.

Notable clients include:

Maryland Institute College of Art, Magfest,

Author J Dianne Dotson.

Education

Maryland Institute College of Art (MICA)

Baltimore, MD, 2016–present

Senior BFA candidate in Game Design

Expected graduation date May 2020

Concentration in Illustration

GPA: 3.95

Dean's List 2016–present

Les Recollets Paris Summer Intensive

Paris, France - Summer 2018

2D Animation course

Independent Experience

Legend of Kintaro

Unity 2D Game - 2017

Acted as animator and character designer. Assisted as programmer to meet a tight deadline. Co-designed the game.

Free Runner

Unity 2D Game - 2019

Solo developed a 2D parkour platformer game, and published on itch.io.

Last Stand

Unity 3D Game - 2019

Solo developed a 3D real time strategy - tower defence hybrid game and published on itch.io.

Showcased: MICA 2019 Fall Game Design Exhibition.

Zetra

Unreal Engine 4 Game - 2019

Solo developed a small walking simulator leveraging the quixel suite.

Sunset Surf: A Lifeguard Adventure

Unity 2D Game - 2020 (In development)

Acted as art director, animator, UI artist, character and level designer. Also contributed to story, created concept art and environment art, and assisted in game design.

To be showcased: MICA 2020 Art Walk Exhibition.

Software and Skills

Engine Experience

Unity Game Engine

Unreal Engine 4

Other Software

Adobe Suite

Quixel Suite

C# programming language

Github and SourceTree reopsitories

Soft Skills

Quick learner

Creative problem solver