

OLIVER SCHÜMANN

3D CHARACTER ARTIST

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WHO AM I

I'm a passion driven 3d character artist who loves to develop characters with interesting shapes and personality.

During my career I worked on games for web browser, console and for VR and every setup brings its own challenges which helps me improving my skills even more and push me further.

PROFESSIONAL EXPERIENCE

12/ 2018 – 01/2021

3D Character Artist - Memento 3D Interactive GmbH

Creating realistic 3d characters based on scan data for VR XCity. Also, I worked on stylized props for despatch: Entity Astray

05/ 2015 – 09/2015

Junior 3D Artist - Rockfish Games GmbH

3D props for the Everspace Kickstarter campaign.

11/ 2012 – 06/ 2014

3D Character Artist - Farbflut Entertainment GmbH

Creating stylized characters for Pennergame 2 Promille
I was also responsible for rigging, animation and rendering.
Furthermore, I developed the modelling and rendering pipeline.

SOFTSKILLS

Making games is a team job, so I know the importance of communication within the departments and team members to make the best out of every single piece and product.

I love to learn so receiving and giving constructive feedback is a must have to get better as a team.

EDUCATION

08/ 2010 – 09/ 2012

Games Academy Berlin GmbH

Course:

Game Art and Animation

HARDSKILLS

- HIGH TO LOWPOLY MODELING
- DIGITAL SCULPTING
- PBR / HAND PAINTED TEXTURING
- REALTIME ASSETS

LANGUAGE

- GERMAN (NATIVE)
- ENGLISH (PROFICIENT)

SOFTWARE PROFICIENCY

- ZBRUSH
- MAYA
- BLENDER
- SUBSTANCE PAINTER
- PHOTOSHOP
- MARVELOUS DESIGNER
- RIZOM UV
- UNREAL ENGINE 4
- PERFORCE