

# OLIVER SCHÜMANN

## 3D CHARACTER ARTIST

**T** 0152 36279309

**E** [oliver-schuemann@gmx.de](mailto:oliver-schuemann@gmx.de)

**A** Pichelsdorfer Straße 134,  
13595 Berlin

**W** [www.oliverschuemann.com](http://www.oliverschuemann.com)

### 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

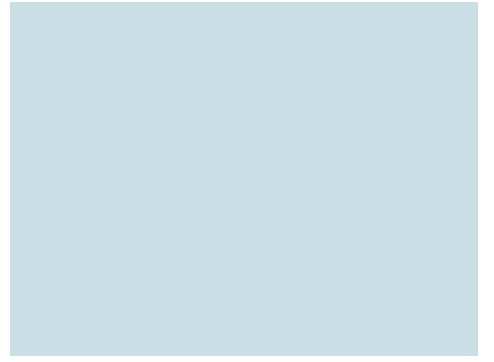
- GERMAN (NATIVE)
- ENGLISH (PROFICIENT)

### SOFTWARE PROFICIENCY

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

---

---



---