

Daniel Steegmueller

Game Artist (GA)

Genslerstraße 36 • 22307 Hamburg • Germany
Cell: +49-(0)176-84 60 00 07 • <http://www.polybeast.de> • E-Mail: info@polybeast.de
Network: https://www.xing.com/profile/Daniel_Steegmueller

Personal Information:

Date of birth: 24.09.1983.
Place of birth: Sindelfingen (Germany).
Citizenship: German.

Professional development:

08/2010 - 10/2012
Projects: **3D Artist** at "Bigpoint GmbH"
Rising Cities (01/2012 - 10/2012).
Ramacity (02/2011 - 12/2011).
Lunorama (10/2010 - 06/2011).
Ponyrama (09/2010 - 01/2011).

01/2010 - 07/2010
Projects: **3D artist trainee**
The Dark Eye: Demonicon at "The Games Company.
Worldwide GmbH / "Silverstyle Entertainment".

10/2007 - 10/2009
Games Academy, Berlin
3D Art & Animation (4 semesters full time).

Student game projects:

04/2008 - 10/2009
Genre: **Artist**, "Corporate Conflict Mars" (www.ccm-game.de).
Team size: 3rd person tactical shooter.
My duties: 10 (2 producers, 3 programmers, 4 artists, 1 game designer).

- 3D models of vehicles and environment objects.
- Texturing.
- Animation + rigging and skinning.
- Particles and special effects.

Awards won: 1st prize: "Gamesload Newcomer Award" at the
"German Game Developer Award 2009".

10/2007 - 03/2008
Genre: **2D/3D artist**, "A.S.T.E.R.O.I.D.". *Asteroids clone.*
My duties:

- Interface design.
- Particles and special effects.

Genre: **2D/3D Artist**, "SkyBustar".
My duties: *Asteroids Adaption.*
(freelancer).

- Particles and special effects.

Education:

10/2007 - 08/2009

Graduation:

Major courses:

Game artist studies

Games Academy GmbH, Berlin.

Game Artist (GA) - **with 613,75 out of 680 Points.**

- 3D modeling & texturing.
- Fine art & sculpting.
- Animation.

09/2004 - 03/2007

co-op program:

Academy studies

- Aeronautic and space engineering.
- University of Stuttgart.
- (*ungraduated*).

At IVM Automotive Ingolstadt (6 month)

CAD construction of vehicle doors.

09/2000 - 06/2003

Abitur (secondary school).

Gottlieb-Daimler School, Sindelfingen.

Military service:

07/2003 - 03/2004

Patriot system (AAM), 5. FlaRak 22 Kaufbeuren.

Additional Information:

Languages:

German (mother tongue).

English (intermediate, B2 CFC).

French (Basic).

Software tools:

Excellent:

Good:

Basic:

3D Studio Max, Maya, Photoshop, Z-Brush.

CAT System, Vray, Mudbox, X-Normal, Crazybump.

Thinking Particles & FumeFX, BodyPaint, Unity3D, Trinigy

Vision Engine (vForge), Unreal 3 Editor.

Interests:

Games (Action, (MMO)RPG, RTS), CGI, sports, music, travelling, movies, reading.

Soft skills:

Ambitious, well structured, reliable, flexible, team-minded and good communication skills..



Hamburg, 15.11.2012

Daniel Steegmüller