

Timo Peter

Concept Artist



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https://www.artstation.com/artist/black_otter

Hufnagelstr.46, 60326 Frankfurt am Main

PROFIL

I am a concept artist with 5 years of work experience in the games and entertainment industry and I took part in the creation of AAA titles. My work experience includes PC, console and mobile games. Friends and colleagues know me as a highly motivated and creative individual and I am constantly working on developing myself and my artistic skill set.

PROFESSIONAL SKILLS

I am a concept artist with 3D experience creating a wide range of concepts from Environments to props, characters, costumes and creatures.

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| Photoshop | <div style="width: 100%;"><div style="width: 100%;"></div></div> 5 years | Zbrush | <div style="width: 100%;"><div style="width: 80%;"></div></div> 2.5 years | Drawing / Digital Painting | <div style="width: 100%;"><div style="width: 100%;"></div></div> 4 years |
| 3dsmax | <div style="width: 100%;"><div style="width: 40%;"></div></div> 2 years | Maya | <div style="width: 100%;"><div style="width: 60%;"></div></div> 3 years | Design / Composition | <div style="width: 100%;"><div style="width: 100%;"></div></div> 4 years |

WORK EXPERIENCE

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| Lead Artist 11/2014 - 11/2015 Flaregames GmbH | Creation of concept art, icons, character designs and environment paintings Creation of briefings and documents to define art styles Coordination and communication with outsourcing partners, as well as feedback, overpaints and approval of 2D and 3D Assets Coordinating and supervising of operational procedures inside the art team Visualization of prototype ideas and creation of concept artworks for the game production Creation of gamedesign documents, presentations and art briefings Assisting art direction as well as preparation and execution of internal workshops |
| Concept and 3D Artist 05/2014 - 11/2014 Flaregames GmbH | Creation of concept art, icons, illustrations and environment paintings Creation of concepts for buildings and props as well as their conversion into 3D Rendering and composition of 3D assets for ingame implementation |
| Graphic Artist 02/2013 - 04/2014 Gamesload Telekom | Planning, conception and conversion of web graphics, marketing templates and banner ads Creation of advertisement for print media Creation of online advertisement and visual conception and conversion of sales campaigns |
| Concept Artist 08/2013 - 10/2013 Pixomondo | Freelance concept artist - Creation of creature designs and environment designs Script visualisation and storyboards |
| Environment Artist 03/2011 - 10/2011 Deck 13 | 3D Environment Artist Intern Creation of 2D and 3D Objects (item, weapons, props) Creation of Textures (diffuse-, specular- and normal maps) for 3D objects Creation of 3D objects for collision and pathfinding |
| Cinematic Artist 05/2010 - 08/2010 metricminds | Cinematic Artist Intern - Integration and placing of game assets and cameras cut-scene/ shot preparation, script conversion and planing and setup of camera shots Cleaning of motion capture data |

ACADEMIC EDUCATION

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| Masters degree 2012 - 2013 | Master degree with focus on "Leadership in the Creative Industries" |
| Bachelor of Arts 2009 - 2012 | Digital Media program with focus on Animation and Game at Hochschule Darmstadt Degree Bachelor of Arts (1,4) |
| University-entrance diploma 2005 - 2008 | Higher education entrance qualification (2,4) at Hessenkolleg Frankfurt (continuation education) |

REFERENCES

Matthias Schindler
Head of Studio
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Peer Draeger
Art Director
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Languages

Deutsch

Englisch