

Timo Peter

Concept Artist



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PROFILE

I am a concept artist with 7 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

3D experience, wide range of concepts from environments to props, characters, costumes and creatures.

Photoshop 3D Coat 3dsmax Zbrush Drawing / Digital Painting Design / Composition

WORK EXPERIENCE

Associate Concept Artist | 04/2015 - Today
Bigpoint GmbH

Creation of sketches, concept art, mood pictures, UI mockup screens
Coordination and communication with outsourcing partners, as well as feedback, overpaints and approval of 2D and 3D Assets

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
Visualisation 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 - 12/2014
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 (items, 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, planing and setup of camera shots
Cleaning of motion capture data

ACADEMIC EDUCATION

Masters degree | 2012 - 2013

Master studies 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
matthias@rough-sea.com
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Peer Draeger
Art Director
peer.draeger@googlemail.com

LANGUAGES

German

English