

Daniel Steegmueller

Game Artist (GA)

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Personal Information:

Date of Birth: 24.09.1983 in Sindelfingen (Germany)

citizenship: German

Professional development

01/2010 - present

Project:

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 semester full time)

Student game projects:

04/2008 - 10/2009

Genre:

Team size:

My duties:

Artist, "Corporate Conflict Mars" (www.ccm-game.de)

3rd person tactical shooter

10 (2 producers, 3 programmer, 4 artists, 1 game designers)

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

Awards won:

1st prize "Gamesload Newcomer Award" at the "German Game Developer Award 2009"

10/2007 - 03/2008

Genre:

My duties:

2D/3D Artist, "A.S.T.E.R.O.I.D."

Asteroids clone

- Interface Design
- Particles and special effects

Genre:

My duties:

2D/3D Artist, "SkyBustar"

Asteroids clone

(freelancer)

- Particles and special effects

Education

10/2007 - 08/2009

Game Artist studies,

Games Academy GmbH, Berlin, GER

Graduation:

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

Major courses:

- 3D Modeling & Texturing
- Fine Art & Sculpting
- Animation

09/2004 - 03/2007

Academy studies

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

09/2000 - 06/2003

Abitur (secondary school)

Gottlieb-Daimler Schule, Sindelfingen

Military service

07/2003 - 03/2004

Patriot system (AAM), 5. FlaRak 22 Kaufbeuren

Additional information

Languages:

German (mother tongue)

English (intermediate)

French (basic)

Software tools:

Excellent:

3D Studio Max, Maya, Photoshop, Crazybump

Good:

Z-Brush, Mudbox

Basic:

Unreal Dev Kit, Trinigy Vision Engine (vForge),

MotionBuilder, BodyPaint

Interests:

PC- and video games (Action, (MMO)RPG, RTS), CG, fitness, 3D modeling

Soft skills:

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



Berlin, April 2010