Tanja Waimer 3D Artist/ Environment Artist

Languages native German, fluent English, basic Swedish

Skills
> 3D modeling - high and low poly, unwrapping
> creating textures - PBR, stylized & realistic style
> map baking - normals, AO, cavity etc.
> setting up assets / scenes in the game engine

> lighting scenes, baking lighting
> basic animating and rigging
> simple particles
> basic scripting in C# / C++

Software

Primary			Additional	
> Maya	> Photoshop	> Unreal Engine	> xNormal	> Sourcetree
> 3DS Max	> Substance Designer	> Unity 3D	> Houdini	> GitHub
> Zbrush	> Substance Painter		> Visual Studio	> Redshift

Work History

Ichigo Ichie (151A) - 3D Artist / Environment Artist   **Stockholm, Sweden** Feb. 2019 - Now
music game for Nintendo Switch
> design and creation of 3D backgrounds and mini games
> character modeling, rigging and animations
> animating stage lights and environment effects
> profiling scenes, simple modification and optimization of shaders
> setting up the game project for graphics, figuring out the graphics pipeline & 3D graphics style

SuprNation - 3D Artist   **Stockholm, Sweden** Jul. - Dec. 2018
online casino with gamification
> designing and re-designing of assets
> creation of 2D assets by modeling and rendering high poly objects with Redshift
> texturing with Substance Designer and Substance Painter

Freelancing as 3D Artist   **Twistringen, Germany** Nov. 2016 - Jun. 2018
> client work
> content creation for Unreal Engine Marketplace and other 3D sales platforms

Flaregames - 3D Artist / Environment Artist   **Karlsruhe, Germany** Nov. 2012 - Nov. 2015
several 2D and 3D mobile games
> modeling, unwrapping and texturing of low poly assets
> integration of assets into Unity, baking lightmaps
> building prototype scenes in Unity, including simple scripts in C#
> authoring Substances in Substance Designer
> creation of 2D assets by modeling and rendering high poly objects

Game Forge - Internship 3D Artist   **Karlsruhe, Germany** Apr. - Oct. 2012
several 2D and 3D browser games

Digital Frame Studio - Internship 3D Artist / Level Design **Stuttgart, Germany** Sept. 2011 - Mar. 2012
3D game for PC/Mac and iPhone, made with Unity

Education

Qantm Institute   **Munich, Germany** 2009 - 2010
Diploma Interactive Entertainment - Design