



J E N N I F E R L U D W I G

• about

I'm a 30-year-old 3D Artist based in Berlin, Germany. I have four years experience in 3D Environment Art.

• experience

3D Environment Artist

FREELANCER | NOV 2015 - PRESENT

Concepting, modeling, texturing and rendering on comission for Tigerbytes Agency.

Software Tester

ASQA | AUG 2014 - OCT 2014

Quality assurance for mobile games.

• contact

+0173 2479054
jennifer.ludwig86@gmail.com
jenniferludwig.net

3D Environment Artist

BEARHANDS GAMES | JUL 2014 - NOV 2015
3D STEALTH ADVENTURE FOR PS4, XBOX ONE

Modeling, texturing, texture baking interior assets, as well as a modular set of urban architecture. Content integration in game level and urban development in Unity 5.

Internship 3D Environment Artist

GAMEART STUDIO | JUL 2013 - DEC 2013
3D RACING GAME FOR STEAM (PC), XBOX ONE

Modeling, hand painted texturing and animation environmental assets and vehicle models.



- **education**

**University of Applied Sciences
Berlin (HTW)**

2010 – 2015

Game Design study, graduated with
Bachelor's Degree: Bachelor of Arts
final grade: 1,8

**Academic High School
(Fläming-Gymnasium Belzig)**

1999 – 2006

graduated with A level, final grade: 1,7

Technical University Berlin (TU)

2006 – 2010

Mathematic study, completed main study
period

- **skills**

concepting, modeling and texturing
environmental 3D art, modular
environment, basic programming,
content integration in game engines,
level art, basic knowledge about
numerous fields of game development

- **software**

Autodesk 3ds Max, Mudbox
xNormal
Unity 5
Marmorset Toolbag 2
Adobe Photoshop, InDesign, Illustrator

- **language**

German, English