

Curriculum Vitae

PERSONAL INFORMATION



Felix Voigt

Date of birth: 16th of June 1996
Location: Darmstadt, Germany
Languages: German - mother tongue
English - very fluent
Spanish - basics
E-Mail: felixvoigt12@t-online.de
Website/Portfolio: felixvoigt.weebly.com

EDUCATION

October 2015 - April 2019

Animation and Game (B. A.), Grade: 1,63
University of Applied Sciences Darmstadt

2006 - 2014

A-Level
Georgius-Agricola-Gymnasium Chemnitz

WORK EXPERIENCE

July 2018 – September 2018

Junior Cinematics Artist (Freelance)
metricminds, Frankfurt a. M. - "*Darksiders III*"

March 2018 - June 2018

Environment Artist (Freelance)
TimeLeapVR, Frankfurt a. M. - "*Delightful Garden VR*"

March 2017 – August 2017

Environment Art Intern
King Art Games, Bremen - "*Black Mirror*", "*Iron Harvest*"

October 2017 – February 2018

Tech Art Tutor
University of Applied Sciences Darmstadt

October 2016 – February 2017

3D Art Intern
sMeet Communications, Berlin - "*sMeet*"

February 2015 – June 2015

SKILL SET

Focus:

- Creation of performant game environments and props
- Modeling (high & low poly), Sculpting
- UVs & Baking
- Texturing
- Lighting

Additional:

- VFX
- Basic Rigging
- Basic Scripting (Java, C#, HLSL); Shader creation, C++
- Teamwork and discrete problem solving
- Experience in game development for VR
- Passion for games and art
- Experience with Version Control Systems (Perforce, Git, SVN)

TOOLS

Focus: 3ds Max, Unreal Engine 4, Unity 5, Substance Designer & Painter, Zbrush, xNormal, Photoshop

Capable: Maya, Cryengine, Houdini, Marmoset Toolbag, World Machine, Premiere