

Nico Pattmann

3D Artist

Nationality: German

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PROFESSIONAL EXPERIENCE

11/2014 - Present - Interaction & research laboratory, University of Applied Sciences Fulda

Environment Artist for **FLIN** (Fluent Interaction on Mobile Devices using hybrid 3D-Cloud-Rendering-Services). Modeling and texturing buildings, exteriors and interiors using Autodesk Maya, Pixologic ZBrush and Adobe Photoshop.

Supervisor and lead artist for **iAV** (immersive Architecture Visualization) using Unity Engine, Autodesk Maya, Adobe Photoshop and C#. Content integration, lighting, scripting and shader-writing. OVR-ready.

01/2013 - Present - Freelance artist

Freelance artist for several student and open source projects. Modeling and texturing all kinds of real time assets using Autodesk Maya, Autodesk 3ds Max, Pixologic ZBrush and Adobe Photoshop

03/2012 - 10/2013 - Lecturer for several Workshops at University of Applied Sciences Fulda, Fulda

- Lecturer for several Workshops in
- Autodesk Maya (modeling, texturing, UV mapping, animation, rendering)
 - Unity Engine (content integration, scripting with c#, lighting, shader)
 - Adobe Photoshop (basic to advanced skills)

OBJECTIVES

To be part of exciting game projects and fully improve my skills by instruction from professionals. To share my passion with other artists and work together in a team with.

SKILLS

futuristic vehicles and architecture, hard-surface environment modelling for low- and highpoly real time assets to use in engines.

Creating and mapping all kinds of textures (color/diffuse-, spec/gloss-, normal/bump- textures).

Shader and light setup for real esthetic looks in several engines.

Adequate knowledge in C, C++, C#, Java, HLSL and JavaScript programming.

Spoken and written German and English.

SOFTWARE

Autodesk Maya	Expert
Autodesk 3ds Max	Familiar
Adobe Photoshop	Expert
Autodesk Mudbox	Familiar
Pixologic ZBrush	Familiar
Unity Engine	Expert
Unreal Engine	Advanced

Additional softwareskills: CrazyBump, PS NvidiaTools, Adobe AfterEffects, Adobe Premiere, xNormal

EDUCATION

09/2010 - Present **Bachelor Digital Media** (Media computer science)

Hochschule Fulda - University of Applied Sciences Fulda

09/2009 - 08/2010 **Vocational Baccalaureate Diploma in Design**

SBBZ - Staatliches Berufsbildungszentrum und Medizinische Fachschule - Bad Salzungen