Tim Richter

Leveldesign, Environment-Art, Gamedesign-Student

portfolio.TimRichter.de
E-mail: Tim@TimRichter.de
Phone: +49 1577 3503534

Education:
2002 - 2012   Edith-Stein-Gymnasium Bretten (Upper secondary school)
2012 - 2013   Architectural studies (University of Applied Sciences Darmstadt)
since 2013   Animation & Games studies (University of Applied Sciences Darmstadt)

Work Experience:
2014:   Serious Games Group of the Technical University Darmstadt (Internship)

Oct. 2014 – Feb. 2015:
               Working-Student at Limbic Entertainment (Leveldesign for Heroes of Might and Magic 7)

Feb. 2015 - Jun. 2015:
               Full-time internship at Limbic Entertainment (Leveldesign for Heroes of Might and Magic 7)

Jun. 2015 - Mar. 2016:
               Full-time internship at PiranhaBytes (Leveldesign/ Environment-Art/ Shaders for ELEX)

Since Mar. 2016:
               Working Student at Limbic Entertainment
               (Leveldesign/ Environment-Art for Heroes of Might and Magic 7: Trial by Fire, various Projects)

Knowledge:
    Working as part of a team
    Self-management, independent working
    Good technical understanding of CG
    Modelling/ Sculpting
    Texturing (Classical and PBR workflow)
    Scripting (C#)
    Shader-authoring (HLSL, Node-based workflows)

GameEngines:
    Unity
    CryEngine
    UDK
    Unreal4
    Source

Software skills:
    Blender
    3Ds Max
    zBrush
    Photoshop
    Substance Designer & Painter
    Worldmachine
    FilterForge
    SpeedTree

Languages:
    English (fluent)
    German (mother tongue)