

Curriculum Vitae

Personal Information

Name:	Jeremias Meister
Date of birth:	23.01.1993
Place of birth:	Kempton (Allgaeu), Germany
Gender:	Male
Nationality:	German/EU
Languages:	German English

Contact

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Education

Sep 2013 – Mar 2015	SAE Institute Stuttgart (Game Art & 3D)
Sep 1999 – Aug 2011	Freie Schule Albris nach der Erziehungskunst Rudolf Steiners Kempton (Allgaeu)

Work Experience

Feb 2016 – Now	3D Character Artist (Raw Vengeance Games)
Mar 2016 – Now	Assistant IT (SAE Institute Stuttgart)
Apr 2015 – Now	Supervisor (SAE Institute Stuttgart)
Apr 2015 – Now	Freelancing (Raw Vengeance Games, Jumping Llamas Freelance Network with Phil Amelung)
Sep 2013 – Mar 2015	While studying I worked on different projects for school.

Software Skills

Autodesk Maya (Modelling, preferred)	●●●●
Autodesk 3DS Max (Modelling)	●●
The Foundry Modo (Modelling)	●●
Adobe Photoshop (Texturing, Compositing)	●●●●
Quixel Suite (Texturing)	●●●
Allegorithmic Substance Painter (Texturing)	●●
Allegorithmic Substance Designer (Texturing)	●●
xNormal (Baking)	●●●●
Pixologic Zbrush (Sculpting, Modelling)	●●●●



Other

Dez 2011 – May 2013

Jugendhaus Kempten
(BFD - Bundesfreiwillendienst)