

Curriculum Vitae

Personal Information

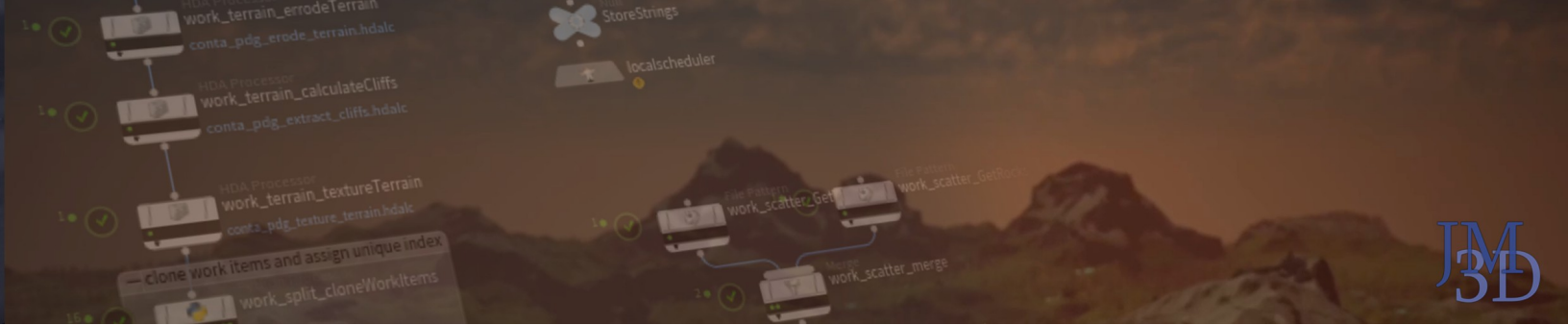
Name:	Jeremias Meister
Date of birth:	23.01.1993
Place of birth:	Kempton (Allgaeu), Germany
Gender:	Male
Nationality:	German/EU
Languages:	German English

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)

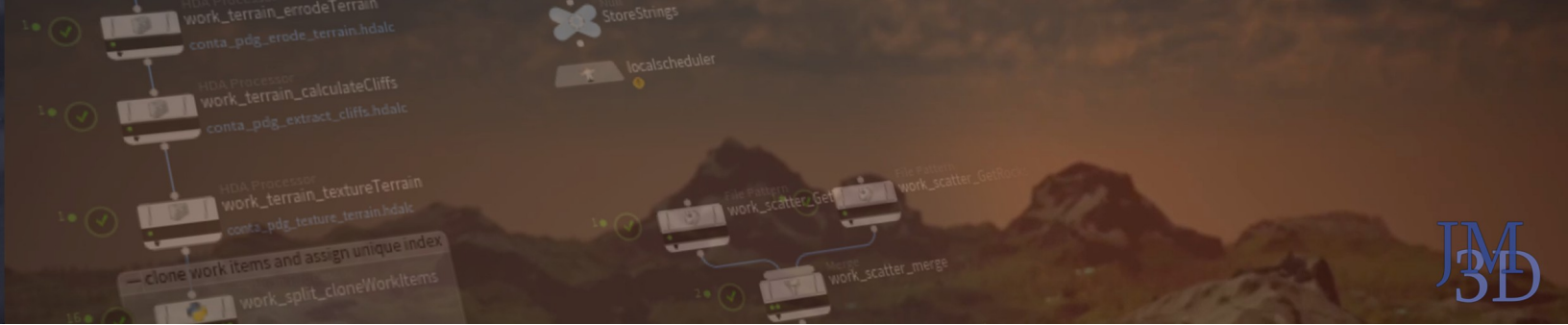


Work Experience

Jan 2020 – Now	Technical Artist (Icaros GmbH)
Dec 2018 – Jan 2020	Art Lead (Icaros GmbH)
Nov 2016 – Dec 2018	3D Artist (Icaros GmbH)
Feb 2016 – Nov 2016	3D Character Artist (Raw Vengeance Games)
Mar 2016 – Nov 2016	Assistant IT (SAE Institute Stuttgart)
Apr 2015 – Nov 2016	Supervisor (SAE Institute Stuttgart)
Apr 2015 – Nov 2016	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/Rigging)	●●●●
Autodesk Maya (Python Scripting)	●●●
Side Effects Houdini (Procedural Modelling)	●●
Adobe After Effects (Compositing/VFX)	●●●
Adobe Photoshop (Texturing, Compositing)	●●●●
Adobe After Effects (Effects, Compositing)	●●●
Quixel Suite (Texturing)	●●●●
Marmoset Toolbag (Baking/Rendering)	●●●●
xNormal (Baking)	●●●●
Pixologic Zbrush (Sculpting, Modelling)	●●●●
Unity 3D (Animator/Sound/Particles/UI etc.)	●●●●
Unity 3D (C#)	●●



Other

Dez 2011 – May 2013

Jugendhaus Kempten
(BFD - Bundesfreiwillendienst)