

JEREMIAS MEISTER

TECHNICAL ARTIST

Work Experience

ICAROS GmbH Nov 2016 - Present

3D Artist / Art Lead / Technical Artist

- **3D Artist (Nov 2016 - Dec 2018):** Create 3D Assets from start to finish, including modeling, texturing, rigging, animating, and integrating the finished asset into the engine.
- **Art Lead (Dec 2018 - Jan 2020):** In responsibility and freedom to make decisions on the process. Being responsible for up to three employees, assigning tasks and managing projects. In this state already I did a lot of Technical Art.
- **Technical Artist (Jan 2020 - Present):** Creating shader as part of my primary responsibilities. Maintaining the unity project in terms of performance. Programming tools to enhance the iteration speed, resulting in facilitating the work of the team.

Raw Vengeance Games Feb 2016 - Nov 2016

3D Character Artist

- Becoming part of Raw Vengeance Games team after doing a freelance job for them. Creating even more assets like additional clothing for the characters that I have already created.

SAE Institute Apr 2015 - Nov 2016

Supervisor & Assistant IT

- Working as a supervisor at the SAE Institute. Teaching students Art theory as well as practical component. Creating tutorials and tests for the students.
- As Assistant IT, I was responsible for keeping all the workstations functional. Providing, installing, and maintaining all licenses. Setting up new workstations whenever needed it.

Freelancing Apr 2015 - Nov 2016

Freelancing

- **Raw Vengeance Games:** Modular comic-style characters, including outfits that were used in a third-person shooter.
- **Jumping Llamas:** VR Environment of a cave with flowing lava in Unreal Engine
- **Freelance Network:** With Phil Amelung; 3D Scan post-processing in Zbrush. For 3D printing

Hobbies & Interests

SideFX Houdini

In my free time, I love to create tools and work my way through tutorials. My goal is to always learn something new.

Autodesk Maya

I create free tools for Maya, that can be downloaded and tested on my Gumroad page. (www.gumroad.com/cgjm)

Video Games

From time to time, I like to play Video Games, although most of the time, when sitting on my computer, I enhance my skillset.

Cooking

I like to cook, and I love to eat.

Information & Contact

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Phone +49 176 611137 10

Web www.cg-jm.com

Artstation www.artstation.com/cg-jm

LinkedIn www.linkedin.com/in/cgminusjm

Languages German, English

Software Skills

Maya (Modeling/Rigging/Animation)	●●●●○
Maya (Python Scripting)	●●●○○
Houdini (Modeling/Engine/SOPs/Tools)	●●●○○
Houdini (VEX)	●●○○○
After Effects (Comp/VFX/Expressions)	●●●○○
Photoshop (Texturing/Comp)	●●●○○
Quixel Mixer (Texturing)	●●○○○
Substance Designer (Texturing)	●●○○○
Substance Painter (Baking/Texturing)	●●○○○
Marmoset Toolbag (Baking/Rendering)	●●●●○
xNormal (Baking)	●●●●○
Zbrush (Sculpting/Modeling)	●●●○○
Unity 3d (Animator/Particles/UI etc.)	●●●●○
Unity 3d (Performance/Rendering)	●●●○○
Unity 3d (Tools/C#/Pipeline)	●●●○○
Git (SourceTree/GitLab/GitHub/Bitbucked)	●●○○○

Education

SAE Institute Stuttgart
Sep 1999 - Aug 2011

Freie Schule Albris nach der Erziehungskunst
Rudolf Steiners Kempten (Allgaeu)
Sep 1999 - Aug 2011

Summary

Hey,

I'm Jere. My passion for developing games started when I was 16 while modding the game "Lord of the Rings, Battle for Middle Earth II". During this time, on my own, I discovered the very basics of 3D Art. when I was 20 I decided to shift my hobby to a professional level. I studied Game-Art and 3D-Animation at the SAE-Institute Stuttgart. After freelancing, I got into ICAROS, I learned to work in small teams and how to organize projects. My focus and my willingness to solve problems drove me into the direction of Technical Art early on. It all started with me being tired of setting up controllers in Maya for rigs by hand. I dug into Python, and over time my first scripts were developed. Code became my tool of choice to solve artistic problems like shader development (Unity), tool development (Unity/Maya/Houdini), After Effects Expressions... Code gives me the freedom to achieve my goals