

STEFAN WIMMREUTER

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Nationality: Austria
Day of Birth: July 19th 1984
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Portfolio: www.stefw.com

Objectives

To work on interesting game titles in a good team atmosphere and moving forward as an artist.

Shipped Titles

Terminator Salvation (PC/Xbox360/PS3) - © 2009 Warner Bros. Entertainment Inc.
Windchaser (PC) - © 2008 dtp entertainment AG

Work Experience

Januar 2010 till present – **Rabcat Computer Graphics**, Vienna, Austria
3D/Concept Artist on confidential projects
www.rabcat.com

August 2008 till May 2009 - **Streamline-Studios**, Amsterdam, The Netherlands
3D Artist on the title Terminator Salvation and various undisclosed internal&external titles – doing
concept/model/texture work
www.streamline-studios.com

March 2007 till July 2008 - **Chimera Entertainment**, Munich, Germany
Character artist on the title Windchaser. My job was to concept/model & texture human&monster characters (30+) in
a semi-realistic style. Concept/model/texture work on several prototypes, character oriented
www.chimera-entertainment.com

non game related:

Winter 2004/2005: Ski&Snowboard Instructor at "**Top-Alpin Walchhofer**", Zauchensee, Austria
2003 – 2004: 1 year **Alternative Service**, Radstadt, Austria
Worked in a sheltered workshop as a caretaker/teacher for mentally disabled and handicapped people
Summer 2002: job internship at "**Patrias Electric**", Altenmarkt, Austria
Control engineering tasks
Summer 99/00/01: 3 job internships at "**Algo Software**", Filzmoos, Austria - www.algo.at
Created database oriented homepages (ASP/SQL)

Education

since April 2005 - self driven **Study** in 3D video game content creation / drawing & painting

1998/2003 - **HTL for Control Engineering**, Braunau, Austria
(Higher Technical School/equivalent with High-school) final exam "Matura/Abitur" with honors

Skills

Teamplayer
Ability to follow art styles from given concept artwork
Traditional art skills with pencil & paper
High/Low - Poly Modeling & Sculpting / Normalmapping / UVW Mapping / Texturing (painting & photosourcing) / Concepting
Engine experience with GRIN Diesel / Valve Source / Spinor Shark3D / Trinigy Vision
Experience in programming
Language: Fluent in English & German(native language)
Programs: 3DSMax (advanced) / XSI (intermediate) / Zbrush (advanced) / Photoshop (advanced) / Crazybump (advanced)