

# PATRICK MARTENS

## 3D GAMES ARTIST



### CONTACT

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- Portfolio on Artstation
- Twitter, Sketchfab, LinkedIn, Unity Connect

### ABOUT ME

Hello there, my name's Patrick. I'm 30 years old and I live in Hannover. During my four and a half years of studying I developed an interest with 3D and game development. Within these years I got the opportunity to work on my own games, from early prototypes to complete game demos. You can check out some games & art stuff on my [website](#).

I would describe myself as a passionate 3D generalist with strong modelling and texturing skills, who is also very comfortable working with Unity. At the moment I am looking for a job in the games industry and in my free time I work on my latest game, which is called WHITEOUT. In this stylized 3d adventure game the player takes control of a girl, which is stumbling through an endless winterland. Within these land the arctic cold is not the only enemy she fights – a fearsome creature is lurking in the mist.

### INTERESTS

- Game dev
- 3d art
- Gaming
- Pen & paper
- Comics
- Cooking
- Sketching

### EDUCATION

- 2017 – 2012 **Bachelor of Arts (Media Design)**  
Hochschule Hannover –  
University of Applied Sciences and Arts  
September 2012 – February 2017
- 2011 – 2008 **Digital and Print Media Designer (Trainee)**  
AALEXX Buchproduktion GmbH  
August 2008 – September 2011

### EXPERIENCE

- Since 2016 **Student assistant**  
Hochschule Hannover –  
University of Applied Sciences and Arts  
»Supporting the graphics department of the [Motion Cube](#) team – digital and print.«  
Since February 2016
- 2016 – 2015 **Media Designer (Internship)**  
Minddesk Software GmbH  
»We developed a mobile game demo. I was responsible for rigging and animation in Maya, build some of the voxel models and prepared the game assets for Unity. Additionally, we created a [tutorial](#) about the best practices for a workflow in a voxel game project.«  
September 2015 – January 2016
- 2015 – 2012 **Digital and Print Media Designer**  
i!DE Werbeagentur GmbH  
»At i!DE I got involved in different creative processes, from printed ads to complete CD relaunches.«  
September 2012 – July 2015

### CAPABILITIES / SKILLS

#### Professional

- Modelling
- UV's
- Texturing
- Rigging & Animation
- Asset optimization
- Level design

#### Personal

- Teamplayer
- Punctual
- Fast learner
- Organized
- Creative spirit

### TOOLS

- Autodesk Maya
- Unity
- Substance Painter
- Adobe Photoshop