

Susann Baumgart

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personal information:

date of birth 17.02.1988
citizenship german

education:

10/2009 - 09/2010 additional bachelor degree course at the HbK Braunschweig
seminars were for example:
- *motion graphics, after effects*
- *communication and guidance in three-dimensional space*
- *DIY, HTML basic*

10/2007 - 09/2009 Games Academy GmbH (Berlin) <http://www.games-academy.de>
course: Game Art & Animation (full-time); class representative
seminars such as:
- *modeling, texturing, animation*
- *fine art and sculpture*

projects:

current creating a movie with the CryEngine Sandbox2
concepting the theoretical gamedesign "In The Course Of Time"
creating the motion graphics movie "Feelin' High"

04/2008 - 08/2009 Leadartist and 3D artist at "**Corporate Conflict Mars**" (Games Academy)
<http://www.ccm-game.de>
1st place "Gamesload Newcomer Award" at the German Developer Award 2009

genre: 3rd person tactical shooter
team: 2 producer, 3 programers, 4 artists,
1 game gesigner, 1 sound designer
- *3D environment modeling*
- *texturing (color, normal, spec, occlusion, emissive)*
- *task management*

10/2007 - 03/2008 3D artist "Buschfunk 112" (Games Academy)
genre: Asteroids adaptation
team: 1 producer, 2 programers, 2 artists, 1 sound designer

formal education:

10/2009 - present	university of arts (HbK) Braunschweig degree: Bachelor of Arts major field of study: communication design, minory: intermedia
10/2007 - 08/2009	Games Academy GmbH (Berlin) degree: Game Artist (GA)
09/2000 - 08/2007	Mahatma Gandhi OS degree: Abitur (secondary school)

other skills and interests:

software tools:	
excellent	Maya, Photoshop, Crazybump, MindManager Pro
good	3Ds Max, XNormal, Z-Brush
basic	Mudbox, Trinigy Vision Engine (vForge) After Effects, CryMod Sandbox2
languages:	
native	german
other	englisch, spanisch
skills	well-structured, able to take criticism, inquiring, communicative
interests	games (RPGs, adventures, shooter, board games), 3D art, books (Dan Brown, Hohlbein), travelling