

Theresa Schlag
3D Artist & Game Designer

DOB

August 4th, 1987

Contacts

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Specialisation

Game Art & Animation

Games Academy
Berlin, DE
Class of 2011

Studies

2008/09 Game Design
GA Berlin, DE

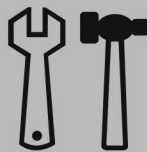
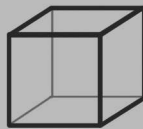
2007/08 Philosophy
University of Leipzig, DE

Languages

German : Mother tongue
English : Good
Spanish : Basics

Portfolios

picmansmodel.blogspot.de
theresaschlag.carbonmade.com



Software

- ❖ Autodesk 3DsMax
- ❖ Adobe Photoshop
- ❖ Pixologic Zbrush
- ❖ Marvelous Designer
- ❖ Quixel
- ❖ Unity

What I do

- ❖ Functional Characters
- ❖ Environment & Props
- ❖ Weapons & Vehicles
- ❖ Tutorials & Workshops
- ❖ Balancing & Storytelling

Skills

- ❖ Low & Highpoly modeling
- ❖ Hard Surface & Sculpting
- ❖ Mapping & Texturing
- ❖ Compositing & Rendering

Objective

I want to gain experience and share the passion in a solid team.

Work Experience

- ❖ 07/2015 till present - Lecturer for Autodesk 3DsMax at S4G [Berlin, DE]
- ❖ 06/2015 to 10/2015 - Environment & Vehicle Artist at Leetvision Design GmbH [Berlin, DE]
- ❖ 04/2014 to 05/2015 - Environment & Character Artist at Tale of Tales [Gent, B]
- ❖ 11/2013 to 01/2015 - Lecture for Character Design & Introduction to ZBrush & Autodesk 3DsMax at Design School Leipzig [Leipzig, DE]
- ❖ 10/2013 to 04/2014 - Environment Artist at Slipshift [Berlin, DE]
- ❖ 10/2012 to 10/2013 - Environment & Render Artist at Extrajetzt [Berlin, DE]
- ❖ 02/2012 to 10/2012 - Environment Artist at Tale of Tales [Gent, B]
- ❖ 01/2012 to 02/2012 - Lowpoly & Texture Artist at eelusion [Berlin, DE]

