

# Curriculum Vitae

## Personal

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Name	Thomas Jungclaus
Date of Birth	13 <sup>th</sup> July 1997
Email	t.jungclaus@aol.de
Mobil	+49 1523 676 163 9
Portfolio	<a href="http://thomas-jungclaus.de">thomas-jungclaus.de</a>
Nationality	German

## Education

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2014 – 16 2014	Diploma in Game Art & 3D Animation from SAE Institute Hamburg General Certificate of Secondary Education (Realschulabschluss) at the non-denominational school Auenland (Gemeinschaftsschule Auenland)
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## Experience

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2017	Avr Games Environment Artist on Hotel Tycoon
2014 – 16	SAE Institute Hamburg 2D & 3D Artist on Klau's and Subway – Interactive Scene (student projects)

## Miscellaneous

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2017	Environment & Technical Artist on Another kind of War
2017	Workshop Leader at AIDA Cruises

## Skills

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Software	Maya, Blender, Substance Designer & Painter, Photoshop, Gimp, Unity
Hard Skills	White- and Greyboxing in Maya, Blender and Unity Low-Poly Asset Creation in Maya and Blender Texturing for PBR in Substance Designer, Painter and Photoshop 2D Asset Creation in Photoshop and Gimp Basic sculpting in Blender C# Scripting

## Languages

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German	Native language
English	Very good command in both spoken and written English