

Personal

Name	Thomas Jungclaus
Date of Birth	13 th July 1997
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Portfolio	thomas-jungclaus.de
Nationality	German

Education

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

2018 – 19	Rainware Softworks Artist on Tera Lo Mania
2017	Avr Games Environment Artist on Hotel Tycoon
2017	Environment & Technical Artist on Another kind of War (own project)
2014 – 16	SAE Institute Hamburg 2D & 3D Artist on Klau's and Subway – Interactive Scene (student projects)

Miscellaneous

2017	Blender Workshop Leader at AIDA Cruises
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Skills

Software	Maya, Blender, Substance Designer & Painter, Photoshop, Gimp, Unity, Godot
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

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