

(address on request)
Berlin
GERMANY

Email: point@pingpunger.com
Web: www.pingpunger.com

PHILIP UNGER

CURRICULUM VITAE:

I passionately started game art as a hobby before pursuing it as a profession that in turn shaped my main field of expertise in modeling and texturing for games.

Full-time and as a contractor, I have contributed to a range of games with different people, styles and technologies, creating environments, characters, vehicles, props, cut scenes, concepts and interface elements.

Games and visual art have remained defining a large part of my interests, past time and ambitions.

Currently I am a freelance video games artist with 9 years of industry experience.

EMPLOYMENT HISTORY:

Apr. 12 – Oct. 12	Senior Artist, Eelusion Games	Environment, Props, Characters, Concept, 2D
Jun. 09 – current	Freelance Artist/Tutor	InnoGames, Environment Artist F4re (Google, City of Atlanta, Kansas City Fire Department), Animator, 3D Artist Living Liquid, Clothing and Environment Artist 'Risen 2', Environment Artist 'Ravensdale', Spellbound, 2D Artist 'Ragemage' Prototype, Level design, Environment Artist Games Academy, MediaDesignHochschule
Mar. 07 – Jun. 09	Artist, Rockstar Leeds	Environment, Characters, Cut scenes, Interfaces, 2D
Aug. 05 – Mar. 07	Freelance Artist	Rabcat Entertainment, Valkyrie Entertainment, Architectural Visualisation (Geissler und Trimmel)
Feb. 05 – Aug. 05	Artist, 4Head Studios	Level, Environment and Characters artist for three 4Kids Games

SHIPPED TITLES:

Eevo	Iphone	Low res environment/props modeling and texturing Concept work for buildings and vanity itmes
Risen 2	(PC/Xbox 360/PS3)	Low and High res environment modeling and texturing
The Show RTS	(PC)	Low res environment modeling and texturing
Test Drive Unlimited	(Xbox 360/PC)	Low and High res vehicle modeling and texturing
Alone in the Dark	(Xbox 360/PS3/PC)	Low and High res vehicle prop modeling and texturing
Blacksite Area 51	(Xbox 360/PS3/PC)	Low and High res modeling
GTA China Town Wars	(Nintendo DS)	Modeling and texturing city scape, structures and props. Modeling, texturing characters for use in cut scenes. Created and painted backgrounds for cut scenes. Set up and key framed cut scenes. Various 2D and 3D polish work.

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LANGUAGES:

English (written and native speaker)
German (written and native speaker)

SOFTWARE KNOWLEDGE:

3d Studio Max

Maya

Zbrush

Mudbox

Photoshop

Wormachine

Ndo

Xnormal

Unity

Unreal Engine

Vision Engine

Nintendo Nitro Toolset

Alienbrain

GIT and SVN