



CV

Andreas Feist



Personals:

Name: Andreas Feist
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Date of Birth: 26.09.1986
Birthplace: Ordshonikidse, Kazakhstan
Citizenship: german

Carrier:

May 2012 - Sep. 2008 – May 2012
Technical Artist at Black Forest Games GmbH
Technical Artist at Spellbound Entertainment AG

School education:

Oct. 2007-Sep. 2008 Game Design at Games Academy Frankfurt am Main
May 1995-June 2007 Elementary school, Meranier Gymnasium in Lichtenfels (2.6 Abitur)
May 1995 Migration to Germany
Sep. 1993-May 1995 Elementary school in Kazakhstan

Qualifications:

Tools: Autodesk 3ds Max,
Autodesk Mudbox,
Adobe Photoshop,
Allegorithmic Substance Designer,
Allegorithmic Substance Painter,
CrazyBump,
XNormal,

Scripting Languages: Autodesk 3ds Max Maxscript,
HLSL shader language,
Photoshop Script,
Lua Script,
Batch Script,
Python Script

Other Tools: Perforce,
MS Office,
Havoc Vision Engine,
Unreal Engine 4

Languages: german (second language)
english (business fluid)
russian (mother language)

Hobbies: working out in the gym, reading, photography, psychology

Projects:

Unannounced project (ongoing development)

Responsibilities:

- Shader development
- Design and Implementation of Visual and Gameplay Features using UE4 Blueprints
- Art and Animation Teams support and management

RougeStormers (released on Steam Early Access in 2014 and final release in 2016 for PC and various Consoles)

Responsibilities:

- Asset Creation
- Environment Animation
- Art Team management
- Design and Implementation of randomized Background Dressing

Giana Sisters – Dream Runners (released in 2014 for PC for various Consoles)

Responsibilities:

- Asset Creation
- Environment Animation

Giana Sisters – Twisted Dreams Rise of the Owlverlord (released in 2013 for PC for various Consoles)

Responsibilities:

- Asset Creation
- Environment Animation

Driving School Simulator (released in 2014 still ongoing development, Serious Game/Simulation)

Responsibilities:

- Photography of Environments for Asset Production
- Asset Creation
- Environment Animation
- Environment Dressing
- Design and Implementation of various Systems from the Art side
- Production Team management

Rheinmetall Defense DXI (Serious Game/Simulation for military purposes)

Responsibilities:

- Photography of Environments for Asset Production
- Asset Creation
- Environment Dressing
- Design and Implementation of Vegetation System from the Art side
- Art Team management

Ride to Hell - Route 666 (shelved before release in 2013, for PC and Consoles)

Responsibilities:

- Asset Creation
- Environment Animation
- Environment Dressing
- Outsourcing Management
- Tile Technical Design and Implementation on the Art side
- Documentation of Asset Production
- Art Team management

Blessed (unreleased, Action RPG Prototype)

Responsibilities:

- Asset Creation
- Environment Animation
- Environment Dressing
- Art Team management

Giana Sisters – Twisted Dreams (released in 2012 for PC and 2013 for various Consoles)

Responsibilities:

- Asset Creation
- Environment Animation
- Environment Dressing
- Art Team management

Ravensdale (unreleased, Action RPG Prototype)

Responsibilities:

- Asset Creation

Unannounced project (unreleased, completed Vertical Slice in 2011)

Responsibilities:

- Photography of Environments for Asset Production
- Asset Creation
- Environment Animation
- Environment Dressing
- Art Team management
- Art Outsourcing management

Arcania – Gothic IV (released in 2010 for Xbox360, PC and ported to PS3 and PS4) and **Arcania – Wrath of Demon** (ArcaniA Addon, released in 2011)

Responsibilities:

- Asset Creation
- Environment Animation
- Environment Dressing
- Outsourcing management
- Navigation and Visibility System