

Henning Horstmann *Freelance Environment Artist*

I'm a Freelance Environment Artist specialized on doing assets for realtime applications and video games.

Contact

Location: Germany

Spoken languages:

- German
- English

Contact details:

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Professional Experience

- Enemy Territory: Quake Wars
Splash Damage, Ltd.
Position: Artist (2006 - 2007)
architectual work, textures, environment objects, lighting, megatexture stamps
- Audit Interviewer, 3D E-Learning Application
Vergouwen Overduin B.V.
Position: Freelance Artist (2004)
design and build virtual offices, textures, environment objects, lighting

Mod Experience

- Nuclear-Dawn, FPS/RTS Hybrid Mod using Source Engine (2005 - 2006)
design and build Japanese Level, textures, environment objects, manage tasks for other Artists
- HL:Nightwatch, Singleplayer Mod using Half-Life Engine (2004)
level design, redesign Xen part of HL1, textures, environment objects

Key Skills

- Creating objects and textures optimized for video game engines
- Working with next-gen shader technology / normal, spec, diffuse maps
- Ability to follow concept art very closely
- Ability to quickly adapt to new tools

Software Knowledge

- Adobe Photoshop, Autodesk Maya, Skymatter Mudbox, Valve Hammer, Radiant, UnrealEd2.0, Subversion