

## CONTACT

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E: alexander.koehl.mail@gmail.com

alexanderkoehl.com

## KEY SKILLS

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- Computer graphics
- Visual Design
- Problem solving
- Communication
- Storytelling

## FIELDS OF INTEREST

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- Game design
- Writing
- Technology

## SOFTWARE

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- Unreal Engine
- Blender
- Substance Painter/Designer
- Unity
- 3ds Max
- Maya
- Nuke
- Photoshop
- A variety of renderers

## WORK EXPERIENCE

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from 11/2020	<b>TECH ARTIST / 3D GENERALIST</b> Yaak Technolgies, Berlin/remote
11/2019 - 05/2021	<b>REALTIME 3D ARTIST / DESIGNER</b> Mercedes Benz Design, Stuttgart
06/2018 - 11/2019	<b>SENIOR ENVIRONMENT ARTIST</b> Ubisoft, Berlin
11/2016 - 05/2018	<b>REAL TIME LIGHTING ARTIST</b> Remedy Entertainment, Helsinki
10/2015 - 11/2016	<b>CG GENERALIST - ENVIRONMENT ARTIST</b> Industrial Light & Magic, Vancouver
03/2015 - 09/2015	<b>LIGHTING TECHNICAL DIRECTOR</b> Sony Pictures Imageworks, Vancouver
11/2014 - 03/2015	<b>CG GENERALIST - ENVIRONMENT ARTIST</b> Industrial Light & Magic, Vancouver
06/2013 - 11/2014	<b>LIGHTING / LOOK DEVELOPMENT COMPOSITING TECHNICAL DIRECTOR</b> Method Studios, Vancouver
10/2012 - 01/2013	<b>COMPOSITOR / Pixomondo, Berlin</b>
04/2012 - 10/2012	<b>COMPOSITOR / Method Studios, New York</b>
2010 - 2011	<b>COMPOSITOR</b> Filmakademie Baden-Württemberg
02/2010 - 10/2010	<b>CG GENERALIST</b> Titanfilm, Berlin

## REFERENCE

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- **Anthony Zwartouw**  
CG Supervisor  
E: [zwartouw@hotmail.co.uk](mailto:zwartouw@hotmail.co.uk)
- **Jonathan Reynolds**  
Lead Look Development  
E: [jonathanpreynolds@gmail.com](mailto:jonathanpreynolds@gmail.com)

## EDUCATION

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|-------------|--|
| 2017        | <b>COURSERA</b><br>Story and Narrative Development for Video Games   |
| Since 2016  | <b>UDEMY</b><br>The Unreal Engine Developer Course<br>Multiple Unity 5 related courses   |
| Since 2011  | <b>FXPHD 10+ completed courses in:</b><br>Modeling / lighting / rendering /<br>compositing / scripting<br><b>Software:</b> Maya / Katana / Nuke /<br>Pixar's Renderman / Arnold / Python   |
| 2009 - 2013 | <b>DIGITAL FILM DESIGN/VFX (B.A.),</b><br><b>Mediadesign University of Applied Sciences</b><br><b>MD.H, Berlin</b><br><br>Thesis: "Going Deep!"<br>Assembling fully computer generated images<br>with deep pixel data using PRman and Nuke |
| 2006 - 2009 | <b>DIGITAL MEDIA DESIGNER</b><br><b>media GmbH, Stuttgart</b><br><br>Dual vocational education and training<br>Adobe Suite / HTML/CSS / PHP / Typo3  |

## LET'S TALK!

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