

Klaus Schmidheiser

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Work Experience

Virginia Polytechnic Institute & State University

3D Modeling / Intro to New Media Instructor | August 2010 - Current

I was in charge of teaching a 3000 level character modeling class as well as a 3000 level game environment modeling class; the class covered: proper typology & form, advanced sculpture & texturing techniques, as well as rigging, lighting and rendering. The final leg of the class was to develop both a demo reel and use Unity 3D for in game environment work. I also taught intro level Graphic Design classes.

Software: Maya, Modo, Zbrush, Adobe Creative Suite, CSS & HTML

Rackspace Hosting | Email & Apps

Lead Visual Branding Designer | January 2009 - August 2010

While at Rackspace, I was in charge of creating visual branding and website design for the Email & Apps division. I worked on designing web page layouts, corporate web banners, division advertising, and visual graphics. I also illustrated various info-graphics and animated interactive flash pieces.

Software: Adobe Fireworks, Photoshop, Illustrator, InDesign & Flash, HTML & CSS

Hellbent Games

3D Environment & Character Artist | December 2007 - December 2008

Lego Battles (Nintendo DS)

At Hellbent Games, my focus was on cut scene development. I was the lead character artist, in charge of modeling, texturing and rigging. I was also in charge of all environment texturing & lighting. After a cut scene was animated, I was responsible for rendering and compositing videos and then formatting them for the DS. I worked closely with our primary client (TT Games) to maintain a quality level of art direction, and our art team never missed a deadline.

Software Used: 3D Max, Adobe Photoshop, Illustrator & After Effects

Electronic Arts

3D Environment Artist | Aug. 2007 - Dec. 2007

Fifa Street 3 (XBOX 360, PS3)

As part of the "Fifa Street" environment team at EA, I was in charge of modeling & texturing hi-poly and low-poly environment props, as well as out-going press image post production work.

Software Used: Maya, Adobe Photoshop

The Plaid Avenger LLC

Lead Artist & Web Designer | Spring 2006 - current

plaidavenger.com

As lead artist and web-designer for the Plaid Avenger, I'm responsible for all illustrations and design work. This includes a University textbook, Comic Book Illustration/Design/Print Pre-production work, as well as website design.

Software Used: Adobe Photoshop, Illustrator, Fireworks & InDesign

Education

Vancouver Film School

3D Animation and Visual Effects | Majoring in 3D Modeling

After graduating in 2007, I was selected from the top 3D modeling students in my class to intern at Electronic Arts, which began immediately after graduation.

Software: XSI, Maya, Zbrush, Mudbox, Adobe Photoshop & After Effects

Virginia Tech

Graphic Design | Bachelor of Fine Arts (2006)

After graduating from VT my instructor suggested I apply as a Siggraph volunteer in 2006, which led to my leap into the 3D Industry.

Software: Adobe Photoshop, Illustrator, Flash & After Effects, Final Cut Pro

Software Knowledge

Adobe Photoshop 13 years +

Master of digital coloring, painting and texturing. Experienced in photo-manipulation, graphic design and post image compositing for print and web.

Adobe Illustrator 7 years +

Expert in creating highly detailed logos, illustrations, icons as well as highly polished graphics for both print and web.

Adobe Flash 6 years +

Excellent understanding of animation and action scripting for purposes of both animated cartoons as well as application purposes.

Adobe InDesign 6 years +

Capable of designing print layouts using Master pages, paragraph & character styles as well as proper print bleed, margins and columns.

Adobe After Effect 4 years +

Highly skilled with post production compositing and video editing.

Maya 5 years +

Strong understanding of the modeling, texturing and character rigging tools, as well as environment lighting.

XSI 2 years +

Highly skilled with modeling, texturing, lighting, character rigging and rendering as well as a strong understanding of the use of nodal compositing for both texturing and rendering.

Zbrush 4 years + Mudbox 3 years +

Excellent ability to sculpt highly detailed character models, as well as texture and normal map baking for game models.

Modo 2 years +

Strong understanding of modeling & texturing tools, as well as lighting/rendering settings.

3D Max 1 years +

Capable of modeling, texturing, lighting and rendering.