

Florian Grosse

C.V / Resume

Personal details

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Portfolio: · floriangrosse.com

Key Skills

- One shipped full price PC title ([Legends of Pegasus](#)).
- Able to manage and create models from the design stage to the final in-game product.
- Able to build high quality hard surface or sculpted highpoly models.
- Over 10 years experience in creating 3D computer game art.
- Highly experienced in building lowpoly models with optimized uvs and topology for the best balance of performance, usability and visual quality.
- Basic rigging and animation skills.
- I'm a fast and efficient problem solver and I always try to streamline the development process with an effective workflow.

Additional Skills

- Extensive knowledge of game mechanics and game balancing.
- Basic understanding of different Coding languages and scripting.
- I'm a fast learner and able to aquire and utilize new skills quickly.
- I have experience in dramaturgy and camera work for films.
- Ability to produce trailers and other videos with editing software.

Personal Interests

- I'm a Passionate gamer. I try to be up to date regarding almost everything around gaming in general.
- I love to be versatile in whatever I do. I like to design and compose in 2D and 3D, light scenes, build and design levels or develop game mechanics.
- I'm interested in different monetization mechanics and options and how to optimize them while circumvent the usual free 2 play "gamble & addiction" mechanics.

Education

2006 – 2010

Hochschule Ostwestfalen Lippe in Lemgo

Department Media production

Bachelor's thesis : Development of a Point & Click Adventure

Degree : Bachelor of Arts
Grade 1.3 (German system) - Grade A (US system)

2002 - 2005

Lüttfeld Berufskolleg

Department computer sciences

Degree : Fachgebundene Hochschulreife
(specific baccalaureate in computer science)

Vocational Qualification

2002 - 2005

Lüttfeld Berufskolleg

Department computer sciences

Degree: State certified IT assistant

Employment / Projects

Company: **Choronite interactive**
Project: **Octolab** | iOS & Android | Engine: Unity
Position: Fulltime: Artist
Dates: 01.2013 – 11.2013
Duties: 3D-Artist:
- Creating LP models, hand painted diffuse textures
- Design of core game mechanics

miscellaneous:
- Production and editing of a trailer and various marketing materials.
- Marketing research.
- 2D Pixelart for treasures and game icons in various sizes.
- Design of different games based on the same engine, with focus on minimum amount of changes or additional assets.
- Scripting of usable ingame items.
- Pre-production 3D art.
- 3D Art and 2D material for Dwarf Digger, the predecessor of Octolab.

Company: **Novacore-Studios**
Project: **Legends of Pegasus** | PC | Engine: Ogre
Position: Fulltime: Artist
Dates: 04.2011 – 12.2012
Duties: 3D-Artist:
- Creating HP and LP models for various types of spaceships, weapons and stations for different races and styles, various environment models.
- Design of Stations, weapons and modules.
- UV-mapping and Baking of different maps for use in texturing pipeline.
- LODs, animations and skinning of different models.

miscellaneous:
- Creation of 2D Space Backgrounds
- Mission design and scripting for singleplayer campaign.
- Game Design for multiple parts of the game, battle system, race specifics and weapons.
- Developing dependency tables for the ingame economics. Balancing economics for three different races.
- Balancing work for different Shiptypes, weapontypes for three different Races with their respective specialities.
- Particle Effects for different weapons.
- Data management for different Weapons and buildings.

Military service **ABC-Abwehrbatallion, Höxter**
Dates: 10.2005 – 06.2006

Company: **Zumtobel Staff**
Position: Internship
Dates: 03.2001 – 04.2001
Duties: IT and Network Management

Company: **Phoenix Contact**
Position: Internship
Dates: 06.2004 – 07.2004
Duties: Marketing & Expo services, design of control circuits for machine controls

Company: **Therma-Tec GmbH**
Position: Internship
Dates: 11.2001 – 12.2001
Duties: Website management, helping the team with their daily work

Experience

	<u>What</u>	<u>Experience in years</u>
3D:	3ds Max	12
	Maya	1
	XSI	<1
	Zbrush	<1
	Mudbox	1
	Blender	3
2D:	Photoshop	10
	InDesign	3
	Freehand	<1
	Illustrator	<1
Video:	After Effects	2
	Final Cut	1
	Premiere	<1
Audio:	Cubase	2
Web:	Flash	2
	Dreamweaver	6
Misc:	xNormal	4
Programming:	MAXScript	1
	C++	1
	C#	<1
	Actionscript 2	1
	PHP / MySQL	2
	Java	<1
	HTML / JS /CSS	5