Marvin Spahn
3D Artist & Technical Artist

💚 Profile

I'm Marvin, an aspiring Technical Artist. With over 5 years of game development experience I have worked across a wide range of projects, platforms and released products. During my studies I have gained extensive knowledge about working together in diverse and specialized teams. I enjoy being a key conduit between the programming and art disciplines as a Technical Artist. I have a driving passion for games, excellent team working and people skills and the energy to back it up.

Contact Info

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🧠 Skills & Proficiency

Environment Art	Emotional Intelligence
Rigging	Teamwork/Communication
Procedural Pipeline	Project Management
Photogrammetry Pipeline	Creative Direction
PBR material creation	Version Control (Perforce)
Visual Scripting	Self-motivation
Shader programming	Documentation of work

🎓 Education

Animation & Game Direction (M.A.)
2019 - 2021
Darmstadt University of Applied Sciences

Animation & Game (B.A.)
2015 - 2019
Darmstadt University of Applied Sciences

🔠 Languages

English: Full Professional   German: Native

💼 Experience

3D Environment Artist
2020 | IndieBurg, Dieburg
I was responsible for creating modular assets for virtual tradefair purposes which are ready to use in Unity.

3D Freelancer
2018 | Garage51, Frankfurt
Responsible for the flawless conversion and compatibility of high fidelity models for mobile devices in contract for Opel & BVB.

Intern
2017 | Infinite Vision, Munich
I was responsible for innovating in the field of photogrammetry and 3D-Art to work on a real-time Unity project for MDBA-Systems.
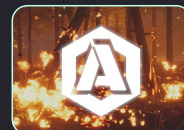
🗔 Portfolio
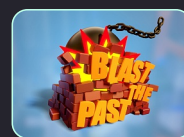
Blast the Past - VR Simulation: 3D Modeling, Technical Art (Rigging), UI Material Shader, Props, Steam release
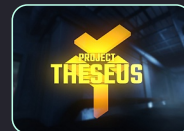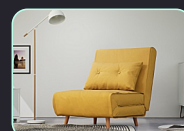
Project Theseus - Action Stealth PvP: Art Direction, Level design through modular assets, GPU optimization

Firefighter Project - Immersive Keyart: Creation of the environment through Houdini Simulation, Unreal lookdev

Mute the Flute! - Topdown Strategy: Handling of the complete character pipeline (Design, Model, Rig, Animation)

Yellow Sofa - Arch-Viz Scene: Creation of a realistic interior scene from design to publishing