

Toren Lehrmann - 3D Artist

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Objective

To obtain an artist position developing high quality game titles.

Skills/Software

- 3D Modeling/Lighting/Rendering with 3D Studio Max & Vray, Maya & Mental Ray
- 2D Texture creation/Photo-Manipulation with Photoshop
- Next-Generation Texturing & Real-Time Shader Techniques
- Game Engine Experience with Unreal Editor 3 and Hero Engine
- High Polygon Modeling and Texture Creation with Zbrush

Professional Game Development Experience

ZeniMax Online Studios - Hunt Valley, MD - AAA Game Developer - www.zenimaxonline.com
Environment Artist - 3/2010 - Present

- Creating environmental assets and textures for an unannounced title

BioWare - Austin, TX - AAA Game Developer - www.bioware.com
Environment Artist - 3/2009 - 3/2010

- Environment and Level Editing for Star Wars: The Old Republic
- Propping, lighting, and designing of world spaces to ensure intended gameplay
- Contributed work on 6 planets including Tatooine, Voss, and Coruscant

Bigpoint GmbH - Hamburg, Germany - Browser Game Developer - www.bigpoint.net
3D Artist - 10/2006 - 10/2008

- Low-Poly 3D Modeling and texturing for Internet Browser Games
- Contributed work on 3 titles (Java and Shockwave powered)
- 2 years of International Game development experience

Other Game Development Experience

- 1st prize team member in 2006 ArtSpark Game Development Contest for Unreal Tournament 2004 Mod, "Empires of Mars"
- Team member of the Award Winning Unreal Tournament 2004 Mod, "COR Project" released in Summer 2005

References/Recommendations

Please see www.linkedin.com/in/toren for recommendations from former managers and colleagues.

Education

University of Advancing Technology - Phoenix, AZ - Graduated May 2005 - www.uat.edu

- Bachelor of Arts in Multimedia
- Graduated with honors (Magna Cum Laude)