

Toren Lehrmann

Senior 3D Artist

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Work History

Senior Lead Material Artist

Jun 2023 – Present

Certain Affinity – Remote

- Shader, material, and texture creation for unannounced projects.
- Lead material team to meet project goals and deadlines.

Senior Environment Shader Artist

Oct 2022 – Apr 2023

Ready at Dawn (Meta) – Remote

- Shader, material, and texture creation for an unannounced Oculus VR project.
- Look Development and asset production tests for environment.

Shader Technical Artist

Aug 2016 – Oct 2022

Turn 10 Studios (Microsoft) - Redmond, WA

- Look Development and asset production for 'Forza Motorsport'.
- Shader, material, and texture creation for 'Forza Motorsport 7' and 'Forza Horizon 4'.
- Managed physically based material and procedural texture libraries.
- Lead artist for tools initiative of Substance Suite integration to the studio's native toolset.
- Collaborated with car, track, character, and engine teams to create optimized quality content.

Senior Environment Artist

Mar 2010 - Aug 2016

ZeniMax Online Studios - Hunt Valley, MD

- Created environment assets for 'The Elder Scrolls Online' and expansions.
- Extensive modeling and texturing of architecture and modular parts such as dungeon and cave sets.
- Mentored other artists and presented to the art team regarding new pipelines such as PBR and Substance.

Environment Artist

Mar 2009 - Mar 2010

BioWare - Austin, TX

- Created environments for 'Star Wars: The Old Republic' within the Hero Engine.
- Work included world building, terrain editing, texture painting, lighting, and optimization passes.
- Contributed to 6 planets including Tatooine, Hoth, Coruscant, Voss, Nar Shaddaa, and Corellia.

Education

Bachelor of Arts in Multimedia

Jul 2002 - May 2005

University of Advancing Technology

Graduated Magna cum Laude