

Stefan Polster

3D Artist

Personal Information:

Name: Stefan Polster

Current residence: Vienna, Austria

Cell: 00436801269337

Email: stefanpolster@gmx.at

Portfolio: stefanpolster.com

Date of birth: 25/02/1988

Nationality: Austrian

Skills:

- High-Poly Sculpting and Modeling
- Low-Poly Modeling
- UVW
- Current-Gen Map Baking and Texturing
- Strong foundation in traditional art skills (Drawing and Sculpture)
- (Basic Rigging and Animation Skills)

Software Proficiency:

- Zbrush
- Maya
- Photoshop
- xNormal
- Perforce
- 3ds Max
- Blender
- TopoGun
- HeadusUV
- Bugtracker (Jira, Mantis)

Education:

2008 – 2012

Wiener Kunstschule (Vienna School of Arts) – Vienna, AUT

Graduated with honors from the Wiener Kunstschule majoring in Sculpture

2007 – 2008

Civilian Service - Vienna, AUT

2002 – 2007

TGM (higher technical education institute) – Vienna, AUT

Graduated with great honors from the Information technology department majoring in media technology (diploma project: 3D animation short „Andor“,

<https://hit.tgm.ac.at/index.php?id=392>)

Experience:

04/2013 – present **SPROING Interactive Media GmbH** – Junior Software Tester

12/2012 – 03/2013 **SPROING Interactive Media GmbH** – Software Tester (Internship)

05/2008 – 07/2008 **BONGFISH Interactive Entertainment** – Character Artist (Internship)

Worked on “Stoked” for Xbox 360

- Contributed UV's and textures for a variety of in-game character clothing
- Revised assets created by an external developer using 3ds Max and Photoshop
- Involved in rigging and skinning characters with various clothing options

Projects:

2012 – 2013 **SKYWAY** – 3D Artist

- A multiplayer combat racing game which was created as a student project at Technikum Wien using Unity.

Languages:

German (native language)

English (fluent)