

Ralf Straube – 3D Artist – Curriculum Vitae

Personal Details

Name: Ralf Straube
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Education

10/2003 – 10/2005, 3D Art & Animation at Games Academy GmbH – Berlin, Germany

- Education in digital (3D Modeling, Rigging, Animation, Texturing) as well as traditional media (sculpting, drawing, painting)
- Lead Artist for the student project “Ike & Stevie”

Work Experience

03/2006 – 12/2008, 3D-Artist at Radon Labs GmbH – Berlin, Germany – www.radonlabs.de

- Modeled and textured characters and various assets, ranging from low to mid poly.
- Introduced and maintained a pipeline-oriented Normalmapping-Workflow.
- Worked with Programmers and Technical Artists on designing and developing systems to swap or hide different bodyparts of characters according to their equipment.
- From 2008 on responsible for supervising the character texturing department and assisted in organizing a small team of character modelers (4-5).

10/2008 – present, Lecturer at Games Academy – Berlin, Germany – www.gamesacademy.de

- Giving lectures in various Texturing and Normal mapping techniques and general workflow optimization in Maya/Photoshop/ZBrush.

12/2008 – present, Freelance 3D-Artist – Berlin, Germany – www.gyuo.org

- 3D Modeling and Concept design for various clients.

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Shipped Titles

- 2010 - [Drakensang - Am Fluss der Zeit](#) (PC)
- 2008 - [Drakensang](#) (PC)
- 2008 - [Treasure Island](#) (PC)
- 2007 - [Pferd & Pony: Best Friends - Mein Pferd \(Special Edition\)](#) (PC)
- 2006 - [Let's Ride! Friends Forever](#) (PC)
- 2006 - [Riding Star 2](#) (PC)
- 2006 - [Meine Tierschule](#) (PC)

Software and Skills

Proficient in: Maya, Photoshop, ZBrush, Mudbox, Crazybump, UDK, CVS, SVN, Microsoft Office

Basic knowledge: Silo, 3DS Max, XSI, Bodypaint, Painter, Perforce, Mantis

Skills: Problem solving, quick learner, creative and analytic thinking, experience in consulting, lecturing and tutoring.