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Christian Fischer

- Employment History:**
- Crytek GmbH (February 2009 - present)**
Character Artist
Responsible for high- & lowpoly modeling and texturing of realistic characters for Crysis 2
- SnapDragon Games (February 2007 - January 2009)**
Modeler
Responsible for high- & lowpoly modeling of realistic characters for a NextGen game
- Freelance History:**
- 49Games (August 2006)**
Modeler / Texture Artist
Responsible for modeling & texturing a realistic prototype character for a NextGen game
- Emerging Entertainment (October 2005 - July 2006)**
Modeler
Responsible for high- & lowpoly modeling of semirealistic characters and props for a NextGen game for the Xbox 360 and creating Blendshapes for the Gametrailer
- Art Related Education:** **Akademie fuer elektronisches Publizieren (October 2003 - September 2006)**
3 years of studying 3D-Design & Animation
- Skills:** Low- & Highpoly Modeling, Hard Surface & Character Modeling, Creating UV's & Texturing, Basic Knowledge of Rigging and Animation, Creating Blendhapes
- Software Knowledge:** Autodesk Softimage, Mudbox, ZBrush, Photoshop
- Betatester for:** ZBrush 4.0, ZBrush 3.0, Mudbox 2011, Mudbox 2010, Mudbox 2009, Mudbox 1.0