

PERSONAL

Name Patrick Moechel
Date of Birth 12th June 1981
Nationality German



WORK EXPERIENCE

since 2014 SAE Institute Hamburg, Germany
Head Instructor Game Art

since 2014 SAE Institute Munich, Germany
Lecturer for Game Art, Industry Professional, Advisory Role

2011-2014 Guerrilla Games Amsterdam, Netherlands [2012: Sabbatical (travelling)]
Environment Artist on Killzone 3 DLC, Killzone: Shadow Fall, Horizon: Zero Dawn

Dec. 2010 Qantm Games College Munich, Germany
Lecturer on 3D game-engine modelling, texturing and shader workflow

2008-2010 Crytek Frankfurt, Germany
3D Artist on Crysis 2, cancelled IP and CryEngine 3 Xbox360 & PS3 GDC 2012 Tech Demo

2005-2006 Concept In Mind Media Kaufbeuren, Germany
Illustrator and Composer for Print Advertisement

1999-2002 Intertek ETL-Semko Kaufbeuren, Germany
IT-Administrator

EDUCATION

2007-2008 SAE Institute Munich, Diploma of Interactive Entertainment
(Qantm Institute)

2003-2005 Upper vocational school Kaufbeuren, Vocational Diploma
(Fachabitur Technik BOS)

1999-2002 Intertek ETL-Semko Kaufbeuren, Apprenticeship IT Businessman
(Ausbildung zum IT-Kaufmann IHK)

MISCELLANEOUS

Jan.-Sept. 2012 Sabbatical: Around-the-world trip

EXPERIENCE & SKILLS

Companies worked for Crytek (2,5 years), Guerrilla Games (2,5years), SAE Institute (Head of Game Art department)

Projects worked on Crytek: Crysis 2, Crysis 1 Xbox360 Tech-demo for GDC, Redemption (cancelled IP)
Guerrilla Games: Horizon: Zero Dawn, Killzone: Shadow Fall, Killzone 3 DLC
Undisclosed Mobile Title

Platforms developed on PC, Xbox 360, Playstation 3, Playstation 4, Mobile (Android / iOS)

Engines worked with Unreal Engine, Unity, CryEngine, SCE in-house Tools

Software worked with Autodesk 3ds Max, Maya, Mudbox;
The Foundry Modo
Adobe Photoshop, Illustrator, InDesign, After Effects, Flash, Dreamweaver
Substance Painter, Designer; Quixel Suite
Various 3rd party tools and plugins

EXPERTISE

Experience

6+ years AAA games industry experience, contributing to independent development teams, working in education.

Art production, pre-production experience on 5 triple-A titles and indie game development.

Ability to handle tight schedules and hit close deadlines, working in highly dynamic environments.

Working and communicating with versatile international teams and professionals on a daily basis.

Lecturing on game art, environment design, 2D/3D graphic techniques/workflow, industry and portfolio advice.

Understanding of processes, project procedures, planning and scheduling of daily routines and long term cycles, administering and managing ~100 students and multiple employees.

Technology

Practical understanding of off-line and real time render processes.

Usage of SDKs, e.g. Unreal Engine, Unity, CryEngine and SCE in-house tools.

Deep understanding of optimised asset, level creation and optimisation (PC, Xbox360, PS3, PS4, mobile).

High and lowpoly content creation, platform optimised ranging from mobile to next gen.

Content Creation

Asset modeling in 3ds Max, Maya and Modo, basic sculpting in Zbrush and Mudbox

High quality texturing using Photoshop and nextgen tools, 2D Photoshop painting

2D, 3D and vektor-graphics game art production

Setting up ingame-scenes, environment composition, level planning

Level-beautification and optimisation

Postprocessing and lighting, real-time rendering

Storyboarding

User interface design

Accreditations

Modo Authorized Trainer (The Foundry UK, 2015)

Publications, Talks

Digital Production 02-2016 - "Echtzeit-Produktvisualisierung & PBR in Modo und Marmoset"

Digital Production 03,04,05-2017 - "Modo für Game Art – Game Asset Creation in Modo mit Photoshop und Unreal Engine" (3 part series)

GDC EU 16 Panel discussion speaker
"Who Needs Diversity? Everybody!"

Miscellaneous

Game Developers Choice Awards nominating committee member

