

**PERSONAL**

Name Patrick Moechel  
Date of Birth 12<sup>th</sup> June 1981  
Nationality German



**WORK EXPERIENCE**

since 2018 Echtzeit GmbH Switzerland ([www.echtzeit.swiss](http://www.echtzeit.swiss))  
CEO and Founding Member

2014-2018 SAE Institute Hamburg, Germany  
Head Instructor Game Art

since 2014 SAE Institute Frankfurt, Munich, Stuttgart, Vienna, Zurich  
Lecturer for Game Art, Industry Professional

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 Compositor 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

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 3<sup>rd</sup> party tools and plugins

## EXPERTISE

Experience	<p>6+ years AAA games industry experience, contributing to independent development teams, working in education.</p> <p>Art production, pre-production experience on 5 triple-A titles and indie game development.</p> <p>Ability to handle tight schedules and hit close deadlines, working in highly dynamic environments.</p> <p>Working and communicating with versatile international teams and professionals on a daily basis.</p> <p>Lecturing on game art, environment design, 2D/3D graphic techniques/workflow, industry and portfolio advice.</p> <p>Understanding of processes, project procedures, planning and scheduling of daily routines and long term cycles, administering and managing ~100 students and multiple employees.</p>
Technology	<p>Practical understanding of off-line and real time render processes.</p> <p>Usage of SDKs, e.g. Unreal Engine, Unity, CryEngine and SCE in-house tools.</p> <p>Deep understanding of optimised asset, level creation and optimisation (PC, Xbox360, PS3, PS4, mobile).</p> <p>High and lowpoly content creation, platform optimised ranging from mobile to next gen.</p>
Content Creation	<p>Asset modeling in 3ds Max, Maya and Modo, basic sculpting in Zbrush and Mudbox</p> <p>High quality texturing using Photoshop and nextgen tools, 2D Photoshop painting</p> <p>2D, 3D and vektor-graphics game art production</p> <p>Setting up ingame-scenes, environment composition, level planning</p> <p>Level-beautification and optimisation</p> <p>Postprocessing and lighting, real-time rendering</p> <p>Storyboarding, User interface design</p>
Accreditations	<p>Modo Authorized Trainer (The Foundry UK, 2015)</p>
Publications, Talks	<p>Digital Production 02-2016 - "Echtzeit-Produktvisualisierung &amp; PBR in Modo und Marmoset"</p> <p>Digital Production 03,04,05-2017 - "Modo für Game Art – Game Asset Creation in Modo mit Photoshop und Unreal Engine" (3 pt. series)</p> <p>GDC EU 16 Panel discussion speaker "Who Needs Diversity? Everybody!"</p>
Miscellaneous	<p>Game Developers Choice Awards nominating committee member</p>

