



# ROGER KELLERHALS MY APPLICATION AS ENVIRONMENT ARTIST



# PERSONAL DATA AND CAREER

**Surname, first name** Kellerhals, Roger

Address
Caubstraße 15
80993 München

**Residence**Munich (Bavaria)

**Place of birth**Basel

**E-Mail** info@rogerkellerhals.ch

**Nationality**Swiss

**Mobile number** 0176 631 83809

#### **Schooing**

2016-2018 Study to become a recognised Digital Artist at the Games Academy in Berlin

2011-2012 Invers Schule für Gestaltung, creative preliminary course

2006-2011 Sekundarschule Binningen Niveau E

2001-2006 Primary school Bottmingen

#### Occupational activity

2021 until today 3D Artist At K5 Factory (Munich)

2019 - 2021 VR/AR Designer At Design4real (Munich)

2018 - 2019 2D/3D Artist At Stratosphere Games (Berlin)

2012 - 2016 Apprenticeship as graphic designer EFZ At 316th interactive (Basel)



### **PERSONAL SKILLS**

#### **Experience**

3D modelling (high and low poly), unwrapping and texturing

Working with game engine as TechArtist

Rigging and animation

Lighting in Blender and Game Engine

CICD design

Training and supervising new colleagues colleagues, interns and external staff

Setting up, organising and maintaining folder structures

Working with text and image Al

#### Language

German (mother tongue) English (language ability B2)

#### Programme knowledge

Blender
Substance Painter
Unity Engine
Unreal Engine (Basics)
ZBrush
Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe After Effects
PRISM

#### **Hobbies**

Video games PC, PlayStation, Nintendo and VR

Films and series Watching, collecting and rating

**Sports** 

Private 3D projects

Designing logos, flyers and other



### **PUBLISHED VIDEO GAMES**



2024

Oktoberfest: The Official Game

Position: Lead 3D Artist Platform: Oculus Quest

To the project

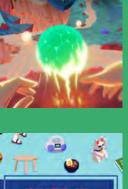


2023

TrailBouncer VR

Position: 3D Artist (Environment and Props) Platform: Oculus Quest

To the project



**Unite In Tast** 

Position: 3D Artist Platform: Mobile

To the project



2021

Kitchen Island VR

Position: Art Director, 3D Artist (Character, Environment, Props) Platform: Oculus Quest und PICO

To the project



2022

(Environment, Props, Side-character)



2018 **Drunken Dad Simulator** 

Position: 3D Artist (Character, Environment) and Graphic Designer Platform: PC

To the project

## FINAL CERTIFICATE OF GAMES ACADEMY

Overall grade: 1.6 (according to the German grading system)



### TRAINING CERTIFICATE FOR GRAPHIC DESIGNER

The grades are based on the Swiss grading system. The overall grade is 2.0 - 2.3 (according to the German grading scale).

Notenausweis berufliche Grundbildung Bulletin de notes	Fachbezeichnungen und Noten Branches et notes Materie e note Roms e notas
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	Gesamtnote 4.8
als de di sco Grafiker EFZ	Die Lehrabschlussprüfung ist bestanden.
Name Nom Cognome Num <b>Kellerhal</b> s	
Vorname Prénom Nome Prenum Roger	
geboren am Date de naissance natola il Data da nasch. 08.03.1995	Ort und Datum Lieu et date Luogo e data Lieu e data Basel, 30.06.2016
Bürgerort (CH) / Staatsangehörigkeit Lieu d'origine (CH) / nationalité Luogo di origine (CH) / nazionalità Lieu da burgais (CH) / nazionalità Basel BS	Für die kantonale Behörde Pour fautorité cantonale Per l'autorità cantonale Per l'autorità chantunala Per l'autoritad chantunala Reto Baumgartner Prüfungsleiter Präsident