

RÉSUMÉ & PROFILE

EDUCATION

- 2016 → 2019 **M.A. Design**
Intermedia Design
Hochschule Trier
- 2012 → 2016 **B.Sc. Computer Science**
Digital Media and Games
Hochschule Trier
- 2003 → 2012 **Abitur**
Gymnasium Netphen, NRW Germany

EXPERIENCE

- 2018 → ... **Das Homunculus Protokol**
Technical, VFX and Environment
Artist
- 2017 → 2018 **Practical Semester, Clemson University, SC USA**
Physically Based Animation
Special Effects & Compositing
Technical Foundations of Digital
Production
- 2017 → 2017 **Die Blunies**
Technical Direction
Gameplay Programmer
- 2016 → 2017 **Hypergunner**
Gameplay Programmer
Game Design
VFX Artist etc.

I AM...

- ... helpful ... dedicated ... versatile
- ... independent ... ambitious ... loyal

I LIKE TO WORK.....

- ... in team ... responsible ... creative
- ... efficient ... effective ... goal-oriented

SKILLS

- > Technical Art > VFX Art/Code
- > Programming > Design & Tech affine

Software

- __Unreal Engine / Unity __Houdini
- __C++ / C# / Python / Java __Substance Designer
- __Autodesk Maya / Max __Adobe CC
- __MS Office



Hi:)

My name is Marvin Kaltenbach and I'm a technical/VFX artist and programmer from Germany with a deep interest in modern real-time applications and a passion for video game development. In today's society art and science are intrinsically linked together. Finding someone who is good at one of them is easy. Merging these areas can be tough. Lucky for you, I specialize in both of them.



marvin.kaltenbach@gmail.com



facebook.com/marvin.kaltenbach



linkedin.com/in/marvin-kaltenbach



youtube.com/channel/UCGBIyetM_ff0Zap1d2bv3w