RÉSUMÉ & PROFILE

EDUCATION

M.A. Design

Intermedia Design Hochschule Trier

B.Sc. Computer Science

Digital Media and Games Hochschule Trier

Abitur

Gymnasium Netphen, NRW Germany

EXPERIENCE



Das Homunculus Protokol

Technical, VFX and Environment Artist

Practical Semester, Clemson University, SC USA

Physically Based Animation Special Effects & Compositing Technical Foundations of Digital Production

Die Blunies

Technical Direction Gameplay Programmer

Hypergunner

Gameplay Programmer Game Design VFX Artist etc.

A M . . .

... helpful

... dedicated

... versatile

... independent

... ambitious

... loyal

LIKE TO WORK.....

... in team

... responsible

... creative

... efficient

... effective

... goal-oriented

SKILLS

Technical Art

VFX Art/Code

Programming

_MS Office

Design & Tech affine

Software

_Unreal Engine / Unity

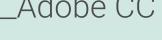
__Houdini

_C++ / C# / Python / Java

_Substance Designer

__Autodesk Maya / Max

__Adobe CC





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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.



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facebook.com/marvin.kaltenbach



linkedin.com/in/marvin-kaltenbach



youtube.com/channel/UCGBlyetM_ffOZap1 d2bvw3w