



JOHANNES NIENABER RESUME

DIGITAL ARTIST | JOHANNESNIENABERDIGITALARTIST

SKILLS

3D Design (Modeling, Sculpting, Texturing, Animation)
2D Design (Sprite sheets, Concept Art)
Level Design (Object Location Placement, World Placement)
Texture Creation (Seamless and Non-Seamless)
UI Design (Layout design, Icon design)

OTHER SKILLS

Scripting (JavaScript, C#)
Post Processing (Textures, Photos)
Sound Processing (In-Game Audio)

CONTACT

Email Address :
Johannesnienaber@gmail.com

EXPERIENCE

3D Art - 4 Years
Level Design - 2 Years
Texture Creation - 2 Years
Post Processing - 5 Years

SOFTWARE

Game Engines (Unity, Unreal Engine, Cry Engine)
3D Design Software (Blender, 3DS Max, Maya, Z-Brush)
Terrain Design Software (World Machine)
Image Editing Software (Photoshop, Paint.net , GIMP)

PARTNERS/CLIENTS

Mobile Plus Games ([Mobile Plus Games](#))
Trimco Games([Trimco Games](#))
Zuen Studio([Zuen Studio](#))
Aligned Games ([Aligned Games](#))