Curriculum Vitae
Patrick Moechel

Personal

Name	Patrick Moechel
Date of Birth	12th June 1981
Nationality	German

Work Experience

since 2018	Echtzeit GmbH Switzerland (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 (2,5 years) 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

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Platforms developed on	PC, Xbox 360, Playstation 3, Playstation 4, SteamVR, Mobile (Android / iOS), ARKit, ARCore
Engines worked with	Unreal Engine, Unity, CryEngine, SCE in-house Tools
Software worked with	Autodesk 3ds Max, Maya, Mudbox; The Foundry Modo; Adobe Suite; Substance Painter, Designer; Quixel Suite; Various 3rd party tools and plugins

Expertise

Experience	6+ years AAA games industry experience, contributing to independent development teams, working in education. Art production, pre-production experience on 5 triple-A titles and indie game dev. Ability to handle tight schedules and hit close deadlines, working in highly dynamic environments. Working and communicating with versatile international teams and professionals on a daily basis. Lecturing on game art, environment design, 2D/3D graphic techniques/workflow, industry and portfolio advice. Understanding of processes, project procedures, planning and scheduling of daily routines and long term cycles, administering and managing ~100 students and multiple employees.
Technology	Practical understanding of off-line and real time render processes. Usage of SDKs, e.g. Unreal Engine, Unity, CryEngine and SCE in-house tools. Deep understanding of optimised asset, level creation and optimisation (PC, Xbox360, PS3, PS4, mobile). High and lowpoly content creation, platform optimised ranging from mobile to next gen.
Content Creation	Asset modeling in 3ds Max, Maya and Modo, basic sculpting in Zbrush and Mudbox High quality texturing using Photoshop and nextgen tools, 2D Photoshop painting 2D, 3D, VR, AR and vektor-graphics game art production Setting up ingame-scenes, environment composition, level planning Level-beautification and optimisation Postprocessing and lighting, real-time rendering Storyboarding, User interface design

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Publications, Talks	Digital Production 02-2016 - “Echtzeit-Produktvisualisierung & PBR in Modo und Marmoset" Digital Production 03,04,05-2017 - “Modo für Game Art – Game Asset Creation in Modo mit Photoshop und Unreal Engine" (3 pt. series) GDC EU 16 Panel discussion speaker "Who Needs Diversity? Everybody!"
Miscellaneous	Game Developers Choice Awards nominating committee member
Accreditations	Modo Authorized Trainer (The Foundry UK, 2015) Unreal Authorized Instructor (Epic, US 2021)

Hamburg, May 2021