



## Gero Doll

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### Concisely

Gero is enthusiastic about creating art! It's what he does best, whether it's for games or traditional media. His affinity to solving problems is closely linked to a technical approach for using custom tools in Game development and realtime - rendering.

### Technical Skills

- Unreal Engine 4 - advanced / intermediate
- Houdini - advanced / intermediate
- Maya - basic modelling and Animation
- C4D - Advanced
- Zbrush - intermediate / advanced
- Unity - intermediate / advanced
- Substance Painter / Substance Designer - intermediate

## Previous Game Titles:

3D modelling and Animation  
Lucid Trips Game  
*August 2017*

Artist Designer  
Dreamart VR  
*August 2017 – present* Working on a personal project. A VR title DreamartVR  
Technical Artist

## Spilly

August 2017 – February 2018 Freelance Technical Artist / Unity for creating game effects for an AR application

## SANDBOXDAYDREAM

Artist Game designer  
August 2016 – present  
Working on a personal INDIE Game.

## Unity Artist Deloitte Japan

05.01.2018 – 06.01.2018  
Shader development in Unity for an AR app.

## Employment History

(10/2007 – 03/2008) Internship

- Internship Game design Snapdragon Games GmbH Hamburg
- Level design for Nintendo DS Games -> Nintendo Wii
- Level Design for Jump & Run Winnetou Adventure Game.

(10/2008 – 03/2009) Internship

- Sehnsucht GmbH Hamburg
- Assistenz in Bereichen 3D Texturing und Modelling
- Kreation von 3D Setups für Postproduktion Render Setups / Render farm operation

01/2010 – 08/2010

Motion Designer at 3deluxe Motion GmbH  
Freelancer Employment History

2011 – 2012

- Freelance Motion Designer bei Zeitguised GmbH, Berlin.
- Freelance Motion Designer for Acht Imaging Frankfurt.

2012 – 2013

- Freelance Motion Designer Shape Minds and moving images.
- Motion Designer & Animator at Studios, Berlin.
- Naspa | Motion Designer | Image Film
- Deconnecte | Music Video | Mutter & Vater GmbH.
- Freelance Motion Designer at Mbox Bewegtbild GmbH, Berlin.

2013 – 2014

- Freelance Designer at Monomango GmbH
- Freelance Motion Designer for MTV Networks Argentina
- Freelance Designer for Good Company Inc., NY. Live Visuals for an Event with Samsung.

2014 – 2015

- Freelance Director and Designer for Dreambear Inc. (NY).
- Freelance Motion Designer bei Diesel GmbH
- 3D Designer / Animator at Dreinull Motion GmbH, Berlin.
- 3D Designer for Tamschick Media&Space GmbH, Berlin.

2016 – 2017

- Freelance Director and Designer for Dreambear Inc. (NY).
- Freelance Motion Designer bei Tamschick Media + Space
- Freelance Art director at Congaz digital media Company, Berlin.
- Freelance Game Artist at Lucid Trips
- HJ Hell & Monomango | VR- exhibition

2017 – 2018

- Freelance Technical Artist for Viorama & Splash GmbH.
- Freelance Motion designer NHB Studios Berlin
- Freelance Unity / AR Developer Deloitte – Japan
- Freelance 3D Artist / Unity - TECHNOSEUM Baden – Württemberg

2018 – 2019

- Freelance Environment Artist Neeeu GmbH in Unity. Virtual Forest VR experience
- Freelance Unity Technical Artist for Monomango GmbH / Unity
- Freelance Unity Developer - Deloitte Touche Tohmatsu audit Innovation App development (Japan)
- 3D Asset creation for an AR App at the Technoseum in Baden-Württemberg (Germany)
  
- AR App for Retune event in Berlin. Developed together with the Studio Monomango.
- Freelance research and development for Monomango.
- Freelance 3D Animation for Dreambear NYC. Worked on Pop Art Visuals.
- Workshop at the Academy for Performing Arts in Prague (AMU). Teaching introduction to Unreal Engine 4.

## Education

Institute of Design -> 2006 – 2010

Graphic Design at the Institute of Design Hamburg 2006 - 2010

## Qualification

Diploma in Multimedia with distinction

Internship Snapdragon Games GmbH 2007 - 2008

Level design using an in-house custom level editor.

## Personal and Interests

Art, Music, Code, Nature, Longboarding, Sustainability

References available upon request

