

## Personal Information:

**Name:** Jens Kortboyer  
**Date of Birth:** December 10<sup>th</sup> 1983  
**Adress:** Mahonienweg 22E  
12437 Berlin, Germany

**Languages:** german (native), english (fluent)

**Phone:** +49 30 639 74 636  
**Cell:** +49 163 37 50 600

**Email:** [Jens@Fragfist.com](mailto:Jens@Fragfist.com)  
**Project:** [www.Fragfist.com](http://www.Fragfist.com)  
**Website:** [www.Boldvertex.com](http://www.Boldvertex.com)

**Objective:** to get a job in the games industry as a 3D Artist

## Education:

**October 2004 – September 2006** Games Academy GmbH, Berlin  
Module: Art and Animation  
Graduation: Game Artist (GA)

**July 2004 – September 2004** Independent Arts Software  
3 month internship as Game Artist

**October 2003 – June 2004** Civilian Service at Mosaik–Werkstätten für Behinderte gGmbH  
Assistant Carer at Fördergruppe Kreuzberg

**Feburar 1998 – July 2003** Ernst Abbe Oberschule (Gymnasium)  
Berlin, Germany  
Graduation: Abitur (A – Levels)

**September 1996 – Januar 1998** Herder-Oberschule (Gymnasium)  
Berlin, Germany

## Work Experience | Achievements:

**October 2004 – September 2004** Team leader and lead artist for students project „Fragfist“  
tasks included:  
designing, modeling and texturing of levelgrounds, buildings,  
enviroment assets, vehicle; level design; game design; HUD  
graphics; incorporating assets into game;

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**May 2006** Animago Award for „Fragfist Teaser“ (3<sup>rd</sup> Rank)  
Category „Education/Animation Teaser“  
tasks included:  
Team leader and lead artist, designing, modeling and texturing of the  
cityground; prototyping buildings, modeling and texturing of two  
buildings types; incorporating assets into game; level design;

**August 2005** Fragfist Dirttrack was honored „featured project“ at [www.ogre3D.org](http://www.ogre3D.org)  
the home of the engine we used.

July 2004 - July 2006  
as freelance artist:

Independent Arts Software  
„Meine Tierpension 2“  
texture artist for buildings and animals  
„Winterspiele“  
modeling and texturing of all athletes and NPCs

during three months internship:

„Meine Tierpension“  
modeling and texturing of buildings and characters  
„3D Klimawelten“  
modeling and texturing of animals and environments

**Tools:**

**Modeling:** Maya, 3D Studio Max (basic), XSI (basic), Zbrush (basic)  
**Texturing:** Photoshop, Deep UV  
**Version Control:** SVN, CVS  
**Compositing:** Premiere

**References:**

**Education**

Felix Wittkopf  
educational guidance

**Games Academy GmbH**

Rungestrasse 20,  
10179 Berlin, Germany  
Phone: +49 (0)30 29 77 91 20  
Fax: +49 (0)30 29 77 91 50  
Website: <http://www.games-academy.de>

**Internship and Freelance work**

Holger Kuchling  
CEO

**Independent Arts Software**

Technologie Park HAMTEC  
Münsterstr. 5 Haus 4  
59065 Hamm, Germany  
Phone: +49 (0)2381 688 -292  
Fax: +49 (0)2381 688 -293  
Website: <http://www.Independent-Arts-Software.de>

**Civil Service**

Thomas Franke  
Manager Fördergruppe  
**Mosaik – Werkstätten für Behinderte gGmbH**

Fördergruppe Kreuzberg  
Paul-Lincke Ufer 42/43  
10999 Berlin, Germany  
Phone: +49 (0)30 616 915 -14  
Fax: +49 (0)30 616 915 -5  
Website: <http://www.mosaik-berlin.de>