

Personal Information:

Name: Jens Kortboyer
Date of Birth: December 10th 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
Project: www.Fragfist.com
Website: 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“ (3rd 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
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

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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>