

Peter Böhme

## Résumé

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### Summary

5 years of professional games experience

Masters equivalent degree in Communication Design

Thorough expertise in:

- Illustration
- Marketing Materials
- Concept Art
- Modeling
- Texturing
- Lighting
- Interface Design

Interested in imaginative styles and scenarios

### Work Experience

- Senior Artist, Splash Damage Ltd (2004 - 2006)

Project: "Enemy Territory: Quake Wars", Multiplayer FPS / id Tech 4 (PC, Xbox360, PS3)

Concept Art, UI Graphics, Modeling, Texturing, Marketing Materials

Some of the artwork was featured in "Quake 4" by Raven Software (PC, Xbox)

- Concept Artist, noDNA GmbH (Contract, 2004)

Design of a trade show avatar for Volkswagen AG

- 2D/3D Artist, Corona Leonis Entertainment (2004)

Project: "Eon", Tactical Combat / Unreal Engine 2 (PC)

Concept Art, Environment Art, Characters

- 3D Artist, Joylabs/Codecult (2003)

Project: Game prototype for E3 2003 / Codecreatures Engine (PC)

Concept Art, Environment Art, Characters, Props

- 2D/3D Artist, Westka Interactive GmbH (2001 - 2002)

Project: "The Y-Project", Action RPG / Unreal Engine 2 (PC)

Concept Art, UI Graphics, Characters, Props, Documentation

### Education

Degree in Communication Design (Diplom II / Masters equivalent),

Bergische Universität Wuppertal (1999 - 2006)

### Skills

Traditional and digital drawing abilities

Schooled eye for Composition, Layout and Typography

Can adapt to a given visual style, follow Concept Art closely

Able to meet deadlines

### Proficiencies

3D Studio Max, Photoshop, Painter, Mudbox, ZBrush, Flash, Director,

After Effects, Premiere, Radiant, UnrealEd, Alienbrain, Subversion

### References

Available upon request

### Contact

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