

Bastian Hoppe
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707 364 6182
www.fatrobots.com

Experienced 3D Artist

- Over eighteen years experience in creating 2D and 3D art for video games.
- Lead Artist / Art Director at Factor 5 and TouchFactor: Developed, maintained and communicated the Art Style of several games. I led and managed teams of artists, in-house and overseas, including hiring and training. Worked closely with other teams and departments to ensure efficient use of resources.
- Character and Environment Artist. Created high and low detail geometry, UVs and textures for architectural and organic models and environments. Efficient geometry to ensure best results in game. Solved technical problems with art assets.
- Level Setup. Constructed and assembled entire levels for video games, including setting up shaders and lighting the final level.
- Extensive Software skills including ZBrush, Maya, TopoGun, Photoshop, After Effects
- Released games on several major platforms, including mobile

Work History

TouchFactor, LLC, Novato, CA, 2009 to Present
Art Director – *TouchFish*

WhiteHarvest, LLC, Novato, CA, 2009
Senior Artist - *Unannounced Title (Console)*

Factor 5, Inc, San Rafael, CA, 1998 to 2008
Art Director – *Superman The Game*
Senior Artist - *Lair (PS3, 2007)*
Senior Artist – *Unreleased Game (Console)* for Factor 5 GmbH, Koeln, Germany
Senior / Lead Artist - *Star Wars: Rogue Squadron III: Rebel Strike (Gamecube, 2003)*
Artist - *Star Wars: Rogue Squadron II: Rogue Leader (Gamecube, 2001)*
- *Star Wars, Episode 1: Battle for Naboo (Nintendo 64, 2001)*
- *Indiana Jones and the Infernal Machine (Nintendo 64, 2000)*
- *Star Wars: Rogue Squadron (Nintendo 64, 1999)*

Wings Simulation, GmbH, Hattingen, Germany, 1996 to 1998
3D Artist – *Panzer Elite (Windows PC, 1999)*

Lectures and Workshops

- Animation Workshop, Viborg Denmark 2007 – Taught a three week modeling course as part of their 14-week program “3D Artist for Animated Feature Films, TV Series and Games “
- Game Developers Conference 2002 – “So many Polygons, So little Time”

Education

1998 German university-entrance diploma at Burggymnasium, Kaiserslautern Germany

Photography

Fine Art Photography with the main focus on Nighttime and Landscape Photography