

**PERSONAL**

Name Patrick Moechel  
Date of Birth 12<sup>th</sup> June 1981  
Nationality German



**WORK EXPERIENCE**

since 2018 Echtzeit GmbH Switzerland ([www.echtzeit.swiss](http://www.echtzeit.swiss))  
CEO and Founding Member

2014-2018 SAE Institute Hamburg, Germany  
Head Instructor Game Art

since 2014 SAE Institute Frankfurt, Munich, Stuttgart, Vienna, Zurich  
Lecturer for Game Art, Industry Professional

2011-2014 Guerrilla Games Amsterdam, Netherlands (2012: Sabbatical - travelling)  
Environment Artist on Killzone 3 DLC, Killzone: Shadow Fall, Horizon: Zero Dawn

Dec. 2010 Qantm Games College Munich, Germany  
Lecturer on 3D game-engine modelling, texturing and shader workflow

2008-2010 Crytek Frankfurt, Germany  
3D Artist on Crysis 2, cancelled IP and CryEngine 3 Xbox360 & PS3 GDC 2012 Tech Demo

2005-2006 Concept In Mind Media Kaufbeuren, Germany  
Illustrator and Compositor for Print Advertisement

1999-2002 Intertek ETL-Semko Kaufbeuren, Germany  
IT-Administrator

**EDUCATION**

2007-2008 SAE Institute Munich, Diploma of Interactive Entertainment  
(Qantm Institute)

2003-2005 Upper vocational school Kaufbeuren, Vocational Diploma  
(Fachabitur Technik BOS)

1999-2002 Intertek ETL-Semko Kaufbeuren, Apprenticeship IT Businessman  
(Ausbildung zum IT-Kaufmann IHK)

**MISCELLANEOUS**

Jan.-Sept. 2012 Sabbatical: Around-the-world trip

**EXPERIENCE & SKILLS**

Companies worked for Crytek (2,5 years), Guerrilla Games (2,5years), SAE Institute (Head of Game Art department)

Projects worked on Crytek: Crysis 2, Crysis 1 Xbox360 Tech-demo for GDC, Redemption (cancelled IP)  
Guerrilla Games: Horizon: Zero Dawn, Killzone: Shadow Fall, Killzone 3 DLC  
Fun Dog Studios: The Forever Winter

Platforms developed on PC, Xbox 360, Playstation 3, Playstation 4, SteamVR, Mobile (Android / iOS), ARKit, ARCore

Engines worked with Unreal Engine, Unity, CryEngine, Decima

Software worked with Autodesk 3ds Max, Maya, The Foundry Modo, Adobe Photoshop, Illustrator, InDesign,  
Substance Painter, Designer; Various 3<sup>rd</sup> party tools and plugins; Unreal Engine Blueprint

## EXPERTISE

### Experience

Comprehensive AAA games industry experience; Contributing to independent development teams.

Art production, pre-production experience on multiple triple-A titles, Indie Game development.

Ability to handle tight schedules and hit close deadlines, working in highly dynamic environments.

Working and communicating with versatile international teams and professionals on a daily basis.

Working in education: lecturing on game art, environment design, 2D/3D graphic techniques/workflow, industry and portfolio advice.

Understanding of processes, project procedures, planning and scheduling of daily routines and long term cycles, administering and managing ~100 students and multiple employees.

Level and Asset creation, Environment world building, Blueprint Tech Art.

### Technology

Practical understanding of off-line and real time render processes.

Usage of SDKs, e.g. Unreal Engine, Unity, CryEngine and Decima Engine

Deep understanding of optimised asset, level creation and optimisation (PC, Xbox, Playstation, Mobile, AR, VR).

High and lowpoly content creation, Performance optimization ranging from mobile to next gen.

### Content Creation

Asset modeling in 3ds Max, Maya and Modo, basic sculpting in Zbrush and Mudbox

High quality texturing using Photoshop and nextgen tools, 2D Photoshop painting

2D, 3D, VR, AR and vektor-graphics game art production

Setting up ingame-scenes, environment composition, level planning

Level-beautification and optimisation

Postprocessing and lighting, real-time rendering

Storyboarding, User interface design

### Publications, Talks

Digital Production 02-2016 - "Echtzeit-Produktvisualisierung & PBR in Modo und Marmoset"

Digital Production 03,04,05-2017 - "Modo für Game Art – Game Asset Creation in Modo mit Photoshop und Unreal Engine" (3 pt. series)

GDC EU 16 Panel discussion speaker  
"Who Needs Diversity? Everybody!"

### Accreditations

Modo Authorized Trainer (The Foundry UK, 2015)  
Unreal Authorized Instructor (Epic, US 2021)

