



Gero Doll

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Concisely,

Gero is enthusiastic about creating art! Whether it's for games or traditional media, his affinity to solving problems is closely linked to a technical approach for using custom tools in game development and real-time rendering.

Technical Skills

- Unreal Engine 5 - advanced
- Unity - intermediate / advanced
- Houdini - intermediate / advanced
- Blender - Basic modeling
- C4D - Advanced
- Zbrush - advanced
- Substance Painter / Substance Designer - intermediate to Advanced

Code:

- Python - basic
- C++ - basic

Previous Game and Realtime Titles:

August 2017

Lucid Trips Game

- 3D modeling and Animation

Sci-Fi Projects

August 2018 - present

- Working on a personal project. A sci-fi simulation experience.

Spilly

August 2017 - February 2018

- Freelance Technical Artist / Unity for creating game effects for an AR application

August 2016 – 2019

- Artist Game designer
Working on a personal third person INDIE Game.

SANDBOXDAYDREAM

2020

- Game Designer Unity development. Zaubar GmbH.
- Artist / Unreal Entwickler bei SES Technologies. Realtime project for Siemens.

Unity Artist Deloitte Japan

05.01.2018 - 06.01.2018

- Shader development in Unity for an AR app.

Employment History

(10/2007 - 03/2008) Internship

- Internship Game design Snapdragon Games GmbH Hamburg
- Level design for Nintendo DS Games -> Nintendo Wii
- Level Design for Jump & Run Winnetou Adventure Game.

10/2008 - 03/2009 Internship

- Sehnsucht GmbH Hamburg
- Assistenz in Bereichen 3D Texturing und Modelling
- Kreation von 3D Setups für Postproduktion Render Farm Operation

01/2010 - 08/2010

- Motion Designer at 3deluxe Motion GmbH
- Freelancer Employment History

2011 - 2012

- Freelance Motion Designer bei Zeitguised GmbH, Berlin.
- Freelance Motion Designer for Acht Imaging Frankfurt.

2012 - 2013

- Freelance Motion Designer at Shape Minds and Moving Images, working on a Mercedes car project
- Motion Designer & Animator at Studios, Berlin
- Motion Designer for Naspas Image Film
- Music Video Designer for Deconnecte at Mutter & Vater GmbH
- Freelance Motion Designer at Mbox Bewegtbild GmbH, Berlin

2013 - 2014

- Freelance Designer at Monomango GmbH
- Freelance Motion Designer for MTV Networks Argentina
- Freelance Designer for Good Company Inc. NY. Live Visuals for an Event with Samsung.

2014 - 2015

- Freelance Director and Designer for Dreambear Inc. (NY).
- Freelance Motion Designer bei Diesel GmbH.
- 3D Designer / Animator at Dreinull Motion GmbH, Berlin.
- 3D Designer for Tamschick Media&Space GmbH, Berlin.

2016 - 2017

- Freelance Director and Designer for Dreambear Inc. (NY).
- Freelance Motion Designer bei Tamschick Media + Space
- Freelance Art director at Congaz Digital Media Company, Berlin.
- Freelance Game Artist at Lucid Trips
- DJ Hell & Monomango | VR- exhibition

2017 - 2018

- Freelance Technical Artist for Viorama & Splash GmbH
- Freelance Motion designer NHB Studios Berlin
- Freelance Unity / AR Developer Deloitte – Japan
- Freelance 3D Artist / Unity - TECHNOSEUM Baden – Württemberg

2018 - 2019

- Freelance Environment Artist Neeeu GmbH in Unity. Virtual Forest VR experience.
- Freelance Unity Technical Artist for Monomango GmbH / Unity
- Freelance Unity Developer - Deloitte Touche Tohmatsu audit Innovation App development (Japan)
- 3D Asset creation for an AR App at the Technoseum in Baden-Württemberg (Germany).
- AR App for Retune event in Berlin. Developed together with the Studio Monomango.
- Freelance research and development for Monomango.
- Freelance 3D Animation for Dreambear NYC. Worked on Pop Art Visuals.
- Workshop at the Academy for Performing Arts in Prague (AMU). Teaching. introduction to Unreal Engine 4.

2020

- Freelance Unity Technical Artist at Zaubar.
- Artist / Unreal developer at SES Technologies. Real-time - Content for Siemens.

2020 - 2021

- Freelance Unreal Artist Luxoom Medianproduction GmbH.
- Worked on an AR app and live event for Claas harvesting machines.
- Workshop at the Academy for Performing Arts in Prague (AMU).

2022

- Teaching assignment for Unreal Engine. University of applied Science.
- Implementation of artificial intelligence (AI) control and world building.
- Freelance Unreal Artist at NSYNK Gesellschaft für Kunst und Technik mbh. I am working on real-time VFX for a virtual production shooting.

2023 - Present

- NSYNK → Freelance Unreal artist and developer for Porsche Design.

Education:

2006 - 2010

Institute of Design

2006 - 2010

Graphic Design at the Institute of Design Hamburg
Qualification. (Diploma in Multimedia with distinction.)

2007 - 2008

Internship Snapdragon Games GmbH

Level design using an in-house custom level editor.

Personal and Interests:

Art, Music, Code, Photography, Nature, Longboarding

References available upon request

