CHRISTOPH WEINREICH | Tech Artist, Generalist

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                                                   🌐 christophweinreich.com

Education

Master of Arts
Game Design/System Design
2023–current
University of applied sciences Berlin

Bachelor of Arts – Game Design
2018–2022
University of applied sciences Berlin

earlier:
Studied English & German + Tutorship for graphic design support at Kassel University

training as a technical design assistant (GTA)

Project Experience

Seaward. April 2023 – current
Unity, C#, Blender, Substance, Photoshop

Co-developing a cozy small open world game with climate change themes with focus on a future release, doing programming, game system design, UI design, tech art.

Bachelor's Thesis. October 2021 – March 2022
Unreal Engine, Houdini, VEX, Substance, Maya, Photoshop

Developed a procedural building generator with Houdini to use in Unreal Engine. Also created dynamic materials to support different times of day and global wind.

ANTEE ANTIQ. April 2021 – August 2021
Unreal Engine, VR, Blueprints, Performance Optimization

Co-developed a fast paced VR-Game, doing game system design, blueprint programming and performance optimization.

DOYA. October 2020 – Februray 2021
Unity, C#, Amplify Shader Editor, Maya

Co-developed a small open world game. Mostly creating game systems, custom shaders, doing performance optimization and developing tools to help the artists populate the game world.
Made a custom lighting model for Unity's Standard Pipeline.

Game Jams. April 2020 – August 2020
Unity, C#, Maya, Substance

Co-developed two games, each completed in three weeks.
An experimental sailing game with speech recognition and a fast paced mail-delivery game. My job was game system design, 3D-asset creation, shader development and C# programming.

Electropolis. October 2019 – February 2020
Unity, C#, Maya, Substance, Photoshop

Co-developed a building blocks puzzle game.
I was responsible for game systems and visuals. Created concepts, fake screenshots and the assets and shaders to reach the desired goals.
Also did programming for many early prototypes.