



plaidklaus

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Full-Time Work Experience

Rackspace Hosting | Email & Apps

Lead Visual Branding Designer | January 2009 - August 2010

While at Rackspace, I was in charge of creating the visual branding and design of the Email and Apps division. I worked on creating corporate web banners, division advertising, web page graphics and overall visual web page layout design. I also created many info-graphics and interactive animated flash pieces.

Software Used: Adobe Fireworks, Photoshop, Illustrator, InDesign & Flash

Hellbent Games

3D Environment & Character Artist | December 2007 - December 2008

Lego Battles

At Hellbent Games, my focus was on cut scene development. I was the lead character artist, in charge of modeling, texturing and rigging. I was also in charge of all environment texturing & lighting. Towards the end of the project my focused shifted to rendering and compositing cut scene videos.

Software Used: 3D Max, Adobe Photoshop, Illustrator & After Effects

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Electronic Arts

3D Environment Artist | July 2007 - Dec. 2007

Fifa Street 3

As part of the "Fifa Street" environment team at EA, I was in charge of modeling & texturing hi-poly and low-poly environment props, as well as out-going press image post production work.

Software Used: Maya, Adobe Photoshop

Freelance Work Experience

Rackspace Hosting | Dell | Cavario

Blog Cartoonist | August 2011 - December 2011

I've been working with Rackspace as a freelance blog cartoonist for a year and a half. With them I've developed blog infographic cartoons to narrate complex concepts and produce a visual narrative that is more digestible for their audience. This relationship has led to other technology companies (Dell and Cavario) to take notice and request cartoon illustrations for their blogs as well.

Software: Adobe Photoshop & Illustrator

J-Squared Media

Concept Artist | August 2011 - December 2011

Hot Shots

Worked on Producing relic concept art for each new environment. The concepts went from the sketch development phase into the final delivery of digitally painted relic concept artwork for the game's production pipeline.

Software: Adobe Photoshop & Illustrator

James Madison University

3D Modeling Instructor | August 2011 - December 2011

Head 3D character modeling Instructor for James Madison University. The class is taught remotely using Youtube for video lectures, Skype for online class interaction (via screen sharing video) and teacher/student blogs for assignment updates, grades and online curriculum.

Software: Maya, Mudbox, Unity 3D, Adobe Photoshop & After Effects

Virginia Polytechnic Institute & State University

3D Modeling Instructor | August 2010 - June 2010

I was in charge of teaching a 300 0 level character modeling class as well as a 3000 level game environment modeling class; the classes covered: proper typology & form, advanced sculpture & texturing techniques, as well as rigging, lighting and rendering. The final leg of the class was to develop both a demo reel and use Unity 3D for in game 3D assets.

Software: Maya, Modo, Zbrush, Unity 3D, Adobe Photoshop & After Effects

The Plaid Avenger

Lead Artist & Web Designer | Spring 2006 - current

plaidavenger.com

As lead artist I was responsible for all illustrations within, "The Plaid Avenger's World" University textbook, as well as all Plaid Avenger comic books. I was also in charge of the visual branding and design for the company, including the website.

Software Used: Adobe Photoshop, Illustrator, Fireworks & InDesign

Education

Vancouver Film School

3D Animation and Visual Effects | Majoring in 3D Modeling

After graduating in 2007, I was selected from the top 3D modeling students in my class to intern at Electronic Arts, which began immediately after graduation.

Software: XSI, Maya, Zbrush, Mudbox, Adobe Photoshop & After Effects

Virginia Tech

Graphic Design | Bachelor of Fine Arts (2006)

After graduating from VT my instructor suggested I apply as a Siggraph volunteer in 2006, which led to my leap into the 3D Industry.

Software: Adobe Photoshop, Illustrator, Flash & After Effects, Final Cut Pro

Software Knowledge

Adobe Photoshop 13 years +

Master of digital coloring, painting and texturing. Experienced in photo-manipulation, graphic design and post image compositing for print and web.

Adobe Illustrator 7 years +

Expert in creating highly detailed logos, illustrations, icons as well as highly polished graphics for both print and web.

Adobe InDesign 6 years +

Capable of designing layouts using Master pages, paragraph & character styles as well as proper print bleed, margins and columns.

Adobe After Effect 4 years +

Highly skilled with post production compositing, using layer adjustments, blending and masking.

Maya 6 years +

Modeled, textured and rigged high and low poly characters and assets for both in game and cut scene models. Also produced character & vehicle rigs for production pipeline

XSI 2 years +

Highly skilled with modeling, texturing, lighting, character rigging and rendering as well as a strong understanding of the use of nodal compositing for both texturing and rendering..

Zbrush 4 years + Mudbox 4 years +

Excellent ability to sculpt highly detailed character models, as well as adding textures using the zbrush polypainting system.

Modo 3 years +

Strong understanding of modeling & texturing tools, as well as lighting/rendering settings. At EA I was exposed to using Mel script tools as well as in-game render settings.

3D Max 1 years +

Capable of modeling, texturing, lighting and rendering.