ROBERT HUNECKE

PRODUCER

I have been working in the film and games industry since 2007 as an 3D Generalist and Technical Artist. My primary focus was on environment art, shader development and art direction before transitioning into Project Management and Producing. I was fortunate enough to release multiple online video tutorials, educational articles, and web classes, both personally and in collaboration with LinkedIn Learning.

I completed my Bachelors of Arts in Digital Film and Animation at Middlesex University London (MDX).

WORK EXPERIENCE

07/2022
Present

ASSOCIATE PRODUCER
Ubisoft Blue Byte GmbH - Düsseldorf

As an Associate Producer I partner with directors to understand the overall game vision and requirements, create the area of focus' long-term roadmap and schedule, establish its deliverables, quality targets and key milestones, and define its development strategies and budgets. Collaborating with my production team and cross functional team leads I anticipate risks, coordinate with the team leads regarding contingency plans and ensure that the mitigation is communicated to the team.

09/2021
06/2022

ART PRODUCER
Klang Games GmbH - Berlin

As an Art Producer I collaborated with the Art Director and Art Team Leads to establish the art production pipeline, workflow and kept the production running smoothly and effectively. This included prioritizing and managing tasks and issues, managing risks, roadblocks proactively, as well as determining resources necessary to complete the production goals.

09/2019
09/2021

SENIOR DIGITAL CONSULTANT / PRODUCER
Effekt-Etage GmbH - Berlin

As a Senior Digital Consultant, I planned and managed various projects for major clients, such as Volkswagen, BMW and Qiddiya. Mostly with a focus on real-time environments in Unreal and Unity, I designed the pipeline and also oversaw the later implementation.

04/2014
Present

LINKEDIN LEARNING INSTRUCTOR
LinkedIn Austria GmbH - Graz

As a LinkedIn Learning Instructor, I design and record video courses. I teach various areas of digital content creation with a focus on game development and 3D visualization. So far, my courses have covered 3D scanning, game development, 3D modeling, animation and rendering, as well as PBR texturing.

CONTACT ME

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EDUCATION

2007 - 2011
**BACHELOR OF ARTS (HONS) -
DIGITAL FILM AND ANIMATION**
Middlesex University London / United Kingdom

SOFTWARE PROFICIENCY

» Blender

» Maya

» Unreal Engine

» Unity

» Substance Suite

» Adobe Creative Cloud

» Python

» Jira

» Shotgrid

» Confluence

WORK EXPERIENCE...

11/2016
08/2019

HEAD OF GAME DEPARTMENT
SAE Institute GmbH - Berlin

I was in charge of managing German and English language courses (Game Art and Game Programming) as well as designing the corresponding curriculum including defining learning goals, planning instructional methods and establishing evaluation methods.

06/2009
08/2019

LECTURER
SAE Institute GmbH - Berlin

As a Lecturer, I have taught both German and English language courses in various areas of 3D content creation, including software and subjects such as 3ds Max, Maya, Blender, Substance, Unity, Unreal, 3D Modeling, Hard Surface Modeling, PBR Texturing, Rigging, Animation, Engine Implementation, Photogrammetry and Motion Capturing.

05/2012
10/2014

TECHNICAL 3D ARTIST
MMT GmbH - Berlin

My tasks included doing product design for MultiTouch Tables, Interactive VideoWalls and HYPEBOX® – Transparent Displays as well as creating all 3D assets, photorealistic renderings and interactive showroom presentations.

2012
2013

TECHNICAL 3D ARTIST
Pixomondo GmbH - Munich

For the feature film Maya the Bee (2014), I developed a pipeline to exchange data between different software packages while fixing bugs or inaccuracies of existing processes. Furthermore, I worked on the creation of environment assets, characters, animation and texturing.

2011
2012

3D ARTIST
Mister Spex GmbH - Berlin

My responsibilies included product design, creation and engine implementation of virtual eyewear which was presented using an Augmented Reality (AR) showroom and virtual fitting service.

2009
2010

3D ARTIST
Metaversum GmbH - Berlin

My responsibilies included creation and engine implementation of environment assets, props, animation and shaders for the 3D world and 3D chat social community Twinity.

2006
2008

3D ARTIST (INTERN)
ASCARON Entertainment GmbH - Aachen

During my internship at Ascaron I created 3D assets and textures for the video game Sacred 2: Fallen Angel (2008).