



ROBERT HUNECKE

TECHNICAL 3D ARTIST

I've been working since 2007 in Film and Games as a skilled 3D Generalist and Technical Artist. My primary focus is environment art, shader development, and art direction. 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).

CONTACT ME

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 13589 Berlin, Germany

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
- » Quixel Mixer
- » Adobe Creative Cloud
- » Python

WORK EXPERIENCE

09/2019
Present | **SENIOR DIGITAL CONSULTANT**
Effekt-Etage GmbH - Berlin

As a Senior Digital Consultant, I plan and manage various projects for major clients, such as Volkswagen, BMW and Qiddiya. Mostly with a focus on real-time environments in Unreal and Unity, I design the pipeline and also oversee 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.

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. These included software such as 3ds Max, Maya, Blender, Substance, Unity, Unreal Engine and fields such as 3D Modeling, Hard Surface Modeling, PBR Texturing, Rigging, Animation, Engine Implementation, Photogrammetry and Motion Capturing.

SOFT SKILLS

- » Critical Thinking
- » Communication
- » Time management
- » Resource management
- » Team Leadership
- » Problem-solving
- » Adaptability
- » Creativity

LANGUAGE

German

English

CERTIFICATES

2014

CERTIFIED MAYA & 3DS MAX INSTRUCTOR

Autodesk

2014


ADOBE PHOTOSHOP CERTIFIED ASSOCIATE

Adobe

SOCIAL

 facebook.com/hunecke3d

 instagram.com/rhunecke

 linkedin.com/in/rhunecke/en

WORK EXPERIENCE...

05/2016
09/2016

SENIOR 3D ARTIST (CONTRACTOR)

Bertrandt Ingenieurbüro GmbH - Tappenbeck

My tasks included pipeline definition and overseeing the implementation to improve 3D asset creation for photorealistic real-time car visualization of brands such as Volkswagen.

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 responsibilities 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 responsibilities 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).