

# DENNIS KURZEJA

CV

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## Work Experience

### Freelance

#### TRIXTER Berlin GmbH – Unreal Engine Artist

09.2018

- Working on a unannounced TV series
- Optimizing scenes & creating materials
- Rendering stills and animations

#### Komorebi Interactive Gbr – Lead VR 3D Artist

01.2018 – 05.2018

- ArchViz for Messe Berlin „Hub27“
- Optimizing for VR
- Low Performance Version für Web

#### KüchenAtlas Portal Betrieb GmbH

06.2017 – 09.2017

- Modeling furniture
- Creating textures

### Employment

#### Wooga / Associate Game Artist

01.2016 – 03.2016

- Working on „Warlords“

#### Wooga / Art and Animation Praktikum

08.2015 – 12.2015

- Working on „Warlords“

## Education

### Game Design, Bachelor of Arts

#### HTW Berlin University of Applied Science

10.2012 – 10.2016

#### Bachelor Thesis:

Creating a Character based on a historical setting

- Creating and Rendering a character in Unreal Engine 4

## Skills

### 3D modeling and sculpting



### Textures and painting



### Game engines



### Other tools



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## Contact me :

[www.denniskurzeja.com](http://www.denniskurzeja.com)

[dennis.kurzeja@posteo.de](mailto:dennis.kurzeja@posteo.de)