

Robert Hodri

Level Designer / Environment Artist

Summary:

Name: Robert Hodri
Address: Wernau, Germany
Date of birth: March 23rd 1982
Nationality: German
Languages: German (native), English (fluent), French (basic)
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Education:

1992-2002: Grammar school in Plochingen, Germany
Abitur (A-levels)
2002-2003: Civilian service at the "Kreiskrankenhaus Plochingen"
2003-2004: University of Hohenheim, Germany
Social economics
2004-2009: Technical University of Darmstadt, Germany
Diploma in sociology with a focus in work, organisation and technique

Amateur Experience:

- Doom3 Genetic, Singleplayer Mod using Doom3 Engine (2004-2005)
Level design, textures, environment objects
- Freelance work for several other Doom3 Mods (2005-2006)
Textures, environment objects

Software Knowledge:

- 3ds Max
- Photoshop
- Zbrush
- Radiant (Quake3, Doom3 Editor)
- UnrealEd (UT 3 Editor)
- Dreamweaver

Skills:

- Level design (singleplayer and multiplayer)
- Environmental modeling and texturing
- Able to work well in a team environment
- Over 6 years amateur experience