



HENNING KLEIST

FREELANCE 3D ARTIST

CONTACT

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 www.henning-kleist.com

 @henningkleist

SKILLS

Software:

3ds Max, Zbrush, Substance Painter

Photoshop, Marvelous Designer

Technical:

art direction / team leading

high/low-res modeling & texturing

photo-realistic rendering

comprehension of human anatomy

prototyping for 3D printing

AWARDS

 Zbrush Central Top Row

 Best of Evermotion

 3D-worXX Award

 3dtotal Golden Eye Award

SUMMARY

senior freelance 3D artist with 15 years experience in creating 3D models for Augmented Reality, Advertisement, 3D Printing and Video Games.

WORK EXPERIENCE

Freelance 3D Generalist

09/2008 - 2023

I have worked on small projects as a single artist as well as leading well-coordinated teams of up to 30 members for massive, months spanning projects.

Those projects regularly required low-polygon modeling and animation for Augmented Reality apps as well as enormously detailed objects used for 3D prototyping/printing.

NOTABLE CLIENTS

- History Channel
- Tamaris
- Bavarian Palace Department
- Chateau de Falaise
- Figutec
- Niessing
- „Medieval Crime and Justice Museum“ Rothenburg

EDUCATION

09/2006 - 08/2008

Games Academy GmbH (Berlin)

field of study: 3D Art&Animation

degree: Game Artist (GA)