



HENNING KLEIST

FREELANCE 3D ARTIST

CONTACT

 Nelkenstr. 2
92256 Hahnbach
Germany

 info@henning-kleist.com

 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 14+ years experience in creating 3D models for Augmented Reality, Advertisement, 3D Printing and Video Games.

WORK EXPERIENCE

Freelance 3D Generalist

09/2008 - 2021

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)