



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:

high/low-res modeling & texturing

photo-realistic rendering

comprehension of human anatomy

feeling for color and composition

modeling for 3D printing

AWARDS

 Zbrush Central Top Row

 Best of Evermotion

 3D-worXX Award

 3dtotal Golden Eye Award

SUMMARY

Award-winning freelance 3D artist with 12+ years experience in creating 3D models for Augmented Reality, Advertisement, 3D Printing and Video Games.

WORK EXPERIENCE

Freelance 3D Generalist

09/2008 - 2021

I was working on various projects for bigger companies and private individuals. I've been creating character and monster models for video games, 3D printed board game figures and assets for TV documentaries. Mostly I was involved in the creation of Augmented Reality mobile apps for advertizing and the accurate recreation of historical scenes.

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)