

## Personal details

Name	Marco Fritzsche
Gender	Male
Date of birth	November 18th, 1980
Nationality	German
Occupation	Level Artist / Lighting Artist / Level Designer
Portfolio	<a href="http://www.marco-fritzsche.com">www.marco-fritzsche.com</a>
Email	<a href="mailto:contact@marco-fritzsche.com">contact@marco-fritzsche.com</a>

## Education

2003 - 2007	Economics studies @ TU Chemnitz, Germany
1987 - 2000	Abitur (high-school diploma) @ Gymnasium Einsiedel, Germany

## Languages

German	Native language
English	able to communicate fluently
Dutch	basic understanding
French	very basic knowledge

## Software experience

Highly experienced in all Unreal Engines, 20+ years of practical experience

Very Experienced in Unreal Engine 4

Very experienced in Autodesk Maya

Experienced in Autodesk 3ds Max and Blender

Experienced in Autodesk Mudbox

Experienced in CryEngine, Unity, Source Engine, and other engines

Experienced in Adobe Photoshop, Adobe Illustrator, Adobe Dreamweaver, Filterforge, Crazybump, NDo2, NJob and others

Experienced in 3D terrain creation software such as Terragen, TerreSculptor, L3DT and WorldMachine

Experienced Outlook, Word, Excel, PowerPoint, and others

Experienced working with software for bug-tracking

Experienced in development software for Sony and Microsoft consoles

Experienced in video and audio editing software

## Qualifications

Excellent team player with strong communication skills

Ability to create & follow design rules, to finish and polish work

Ability to quickly and independently familiarize with new software and techniques

Ability to understand gameplay elements necessary to create enjoyable and fun to play levels

Ability to guide and train junior artist/internship students

Creating levels from scratch, based on existing architecture, own ideas, concept art and according to art direction

Creating levels with both compelling gameplay and visuals, for multiplayer as well as singleplayer games

Creating own assets and textures for levels, experienced in both low and high poly modeling

Creating lighting setups, guides, and documentation for many different environments

## Work history

<p>August 2014 - January 2017</p>	<ul style="list-style-type: none"><li>• Lighting Artist / Level Artist / Level Designer / Environment Artist / Texture Artist @ Reakkor Studios, Germany</li><li>• Titles: Toxikk, unreleased Toxikk Expansion Pack</li><li>• Worked closely with the producer &amp; art director to create, light, tweak and polish levels</li><li>• Responsible for outsourced level adjustments &amp; polish</li><li>• Other responsibilities included performance optimization, collision improvement, asset creation, QA testing, bug fixing</li><li>• Created a majority of the games' levels</li></ul>
<p>December 2007 - September 2010</p>	<ul style="list-style-type: none"><li>• Level Artist / Lighting Artist / Level Designer / Lead Technical Artist @ Playlogic Game Factory, Netherlands</li><li>• Titles: Fairytale Fights, Fairytale Fights DLC, Fairytale Fights 2 (PS3 / Xbox360), Fairytale Arcade Games</li><li>• Worked closely with the art director to develop the visual style, created multiple prototype levels, developed global rules/setups</li><li>• Guided &amp; trained junior level artists and internship students</li><li>• Created global rules &amp; lighting setups for a majority of levels &amp; cutscenes</li><li>• Other responsibilities include: cutscene decoration &amp; lighting, weekly review builds, collision &amp; performance optimizations, outsourced level improvements</li></ul>
<p>June 2004 - September 2004</p>	<ul style="list-style-type: none"><li>• Level Designer / Level Artist / Lighting Artist / Environment Artist / Texture Artist @ Epic Games</li><li>• Title: Unreal Tournament 2004 Editors Choice Edition (ECE)</li><li>• Designed &amp; built a team based multiplayer level from scratch</li><li>• Visually unique environment with almost entirely custom made assets</li></ul>

## Personal history

2016 - today	Primarily working with Unreal Engine 4
2008 - 2018	Various levels for Unreal Development Kit / Unreal Tournament 3, working with CryEngine, Unity, Borderlands Editor and others
2007 - 2008	Level Designer / Level Artist / Environment Artist / Texture Artist / QA for Community Bonus Pack (CBP3)
2005 - 2006	Level Designer / Level Artist / Environment Artist / Texture Artist / QA for Community Bonus Pack (CBP2)
2004 - 2007	Various multiplayer levels for Unreal Tournament 2004 / modding work
2003 - 2004	Level Designer / Level Artist / Environment Artist / Texture Artist / QA for Community Bonus Pack (CBP1)
2002 - 2004	Various multiplayer levels for Unreal Tournament 2003 / modding work
1999 - 2002	Various multiplayer levels for Unreal Tournament / modding work
1996 - 1999	First level design attempts with the release of Unreal©

## Awards

Fairytale Fights winner at 2010 Dutch Game Awards for "Best Visual and Best Audio Design"

Make Something Unreal Contest :

Phase 3: DM-CBP2-Drakonis won 4th place in "Best Level Using Custom Content"

Phase 2: DM-CBP-Arkanos won 1st place "Best Level Using Custom Content" and Honorable Mention in "Best Level"

Phase 1: DM-Tree-of-Ages was Honorable Mention in both "Best Level Using Custom Content" and "Best Level" categories

Community Bonus Packs for UT2003, UT2004 and UT3 were officially featured & in-game advertised by Epic Games

Received multiple awards from the most well-known review sites such as NaliCity, Insite, Mapraider, and others

Received several "CliffyB Ownage" awards for my UT2004 levels from former Epic Games Design Director Cliff Bleszinski

## Miscellaneous

December 2013 - Today	<ul style="list-style-type: none"><li>• S&amp;F Maschinen- und Werkzeugbau GmbH, Chemnitz, Germany</li><li>• Advertisement / Promotion / Web Design / IT Service</li><li>• Created promotional flyers &amp; airbrush designs in cooperation with the client</li><li>• Designed / updated / maintained the company website</li></ul>
2001 - 2002	<ul style="list-style-type: none"><li>• Military service in Regensburg, Germany</li></ul>

Experience in HTML / CSS / Javascript for personal & commercial website creation

Experience in creating advertisement graphics & promotional material