

PAUL HOEFENER

CONCEPT ARTIST / ILLUSTRATOR

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OBJECTIVE

Work with industry professionals in a team oriented environment developing dynamic concepts. Utilizing my classical and industry training to fully realize those concepts and solidify them into finished works. To put in the extra hours, blood, sweat, and tears to create the best product possible, and let's not forget have a BLAST doing it!

EXPERIENCE

Game Art Generalist– Spooky Cool Labs

July 2011 – February 2013

Job Description: I was hired as a game art generalist because of my wide range of skills. I had a great opportunity to wear a number of hats, from doing illustrations to asset concepts, character paint overs, inventory illustrations, UI paintings, texture libraries, 3d modeling, and even a bit of animation. I also had a chance to gain a better understanding of the game art pipeline and how each department works together since an essential part of my job was to communicate effectively and regularly with members of other departments.

Lead Concept Artist– CgCookie

July 2011 – August 2011

Job Description: Create high quality 3d models and animations for the game and entertainment industries

Lead 3d Artist– Wn Burke Inc.

January 2011 – July 2011

Job Description: Create high quality 3d models and animations for the game and entertainment industries. Manage a small team of 3d modelers, delegate work, and give general direction to team members.

Contract Instructor– CgCookie

February 2011 - Present

Job Description: I am a web instructor for CgCookie. I record tutorial videos on topics such as 3d modeling and concept art.

Contract 3d Artist – Clockwork Elements

January 2011 – April 2011

Job Description: Create High quality Character Models for Iphone games

Contract Concept Artist – Game Refuge

January 2011 – April 2011

Job Description: Illustrate characters within specific styles for games

Art Director - Custom Screen Printing

September 2006 - August 2007

Job Description: Create high quality designs for use on t-shirts and other apparel as well as logo design. Working with clients to efficiently meet their needs. The job also required a high degree of organizational and time management skills.

PROGRAMS

Adobe Photoshop
Corel Painter
Corel Draw

Adobe After Effects
Pixelogic Zbrush
Adobe Dreamweaver

Autodesk 3d Max
Autodesk Maya
Blender

Adobe Flash
Epic UDK
Unity Pro

SKILLS

Concept art
Storyboards
Illustration

Graphics Design
Web Design
Organization

3d Texturing
3d Modeling
3d Rendering

Leadership
Communication
Positivity

EDUCATION

The Illinois Institute of Art - Schaumburg

Bachelor of Fine Arts in Game Art & Design

NICHOLS Career Center

Focus in Commercial Art and Digital Media