



"**Hello!** I am Lenz Monath. I am a 3D Artist with 3 years of professional experience working in AAA games, currently living in Frankfurt, Germany. My focus is on Environment Art."

Adress: Hersfelder Straße 11, 60487 Frankfurt, Germany
Mail: mail@lenzmonath.com
Website: lenzmonath.com and artstation.com/lenzmonath
Phone: +49 152 53466804

Skills:

Creation of modern game environments, including the creation of state of the art real-time assets (modelling, sculpting, low poly modelling, texture and shader creation)

Basic scripting

Level optimization, building lods, building assets in an performance friendly way

Work experience:

02/2016 - today

Freelancing: Projects: Dreadnought, unannounced AAA project

08/2014 - 08/2015

YAGER: Junior Environment Artist on Dreadnought

02/2014 - 08/2014

YAGER: Environment Art intern on Dreadnought, a AAA title built with Unreal Engine 4

2012 - today

Operation Payback & Operation Bravo for **Counter-Strike: Global Offensive:**

- Contributed to two of the most popular CS:GO maps

12/2012 - 06/2013

Internship at **metricminds**, working as a Lighting and VFX Artist:

- Lighting and FX on cutscenes for Batman Arkham Origins, utilising Unreal Engine 3

Software Knowledge:

- Unreal Engine 3-4, Source Engine, Unity 3d

- 3DStudioMax

- ZBrush

- Substance Painter & Quixel Suite

- Marvellous Designer

Education:

09/2012 - 03/2017

h_da, Hochschule Darmstadt, Germany - University of Applied Sciences studying Animation & Game

09/2005 - 03/2011

FMSG, Speyer, Germany: Abitur (German A level); Degree: 1,9