

Curriculum Vitae

Toni Seifert

personal details

Date of Birth: 12/23/1986
Nationality: German
Mobile: +49 (0)151 20 188 233
E-Mail: toni@outpost-studios.com
Websites: www.toni-seifert.de
www.SkiRangerGame.com
Profession: Level Artist, Technical Artist, Game Programmer

professional experience

Schwiezer System as freelancer - Technical Director & Level Artist
August 2012 - now: Work on an unannounced Online-Shooter

ravir film as freelancer - Game Programmer & Designer
July 2013 - November 2013: Art and programming on the "Trabi-Simulator" UDK project

Outpost Studios as co-founder - Game Programmer & Designer
July 2011 - January 2013: Working on the entire pipeline of game development with the UDK for SkiRanger Game (Kinect-PC) and various contract work

Playlogic Game Factory (Netherlands) as intern - Level Artist
August 2008 - February 2009: Designing levels for the Hack 'n' Slash Game Fairytale Fights (PS3 / Xbox360)

education

Diploma (M.Sc. equivalent) in Media Computer Sciences

October 2006 – June 2011: at the University of Applied Sciences, Dresden (Germany)

technical skills

Unreal Engine:

In the last years I gained a lot of experience with the Unreal Development Kit in terms of content creation and programming. In total I have more than 10 years of practice in working with all generations of Unreal Engine.

2D/3D content creation:

Modelling, texturing, rigging, animation and rendering with Autodesk 3ds Max, ZBrush and Adobe Photoshop.

Programming:

UnrealScript, C#, C++, C, HLSL and Java

Compositing and Video Editing:

Adobe AfterEffects and Premiere

Motion Controls:

During the development of SkiRanger I became well experienced with the peculiarities of Motion Controls and developing applications for systems like Microsoft Kinect, Asus XtionPRO and OrganicMotion Stage.

Further Tools:

Microsoft Visual Studio, Adobe Audition, Illustrator, Microsoft Office and others...

awards

Make Something Unreal Contest 2009:

VCTF-RöcketForst, "Best Graphics in Map" - 4th place
& "Best VCTF & WAR Map" - 5th place

Make Something Unreal Contest 2004:

ONS-RapaNui, "Best Onslaught Level" - Finalist
DOM-Highdale, "Best Level Using Original Content" - Honorable Mentions

Further Achievements 2004 - 2007:

Several of the levels developed by me received awards from well known review sites such as NaliCity, Mapraider, UnrealPlayground and were published in German game magazines.

HTW Dresden Mitschnitt-Festival student contest:

2010: category "DigitalCompositing" - 1st place
2009: category "Shortfilm" - 1st place
2008: category "Rendering" - 1st place