

# Curriculum Vitae

## Toni Seifert

### personal details

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Date of Birth: 12/23/1986  
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Profession: Technical Artist, Tools / Game Programmer, Level Artist

### professional experience

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#### **The Multiplayer Group (MPG)** – Tech Artist

January 2021 – March 2023: Senior Tech Artist

April 2023 – Present: Principal Tech Artist

Worked on all kinds of tooling and systems for various unannounced AAA projects.

#### **Sumo Digital** – Tech Artist

November 2017 – January 2019: fulltime employed (UK)

February 2019 – August 2020: as remote freelancer (GER)

Worked on almost everything Tech Art related for "*Sackboy A Big Adventure*" and developed procedural toolset in UE4 for non-destructive level design / environment decoration.

#### **Reakktor Media** as freelancer – Programmer & Level Artist

August 2012 – October 2017: Worked on the entire pipeline of game development. Programming and design of the Online-Shooter "*TOXIKK*"

#### **Freelance Work** - Game Programmer & Designer

July 2013 - Present: Art and programming on the UDK projects "*Trabi Driving Simulator*" and "*Digital Windows*" for DDR Museum Berlin.

#### **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 freelance work.

#### **Playlogic Game Factory (Netherlands)** as intern - Level Artist

August 2008 - February 2009: Working on all aspects of Level design for the Hack 'n' Slash Game "*Fairytale Fights*" (PS3 / Xbox360).

## **education**

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

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

## **technical skills**

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### **Unreal Engine:**

In the past 20 years I have been working on various Unreal Engine projects, where I was responsible for content creation as well as programming. In my early days I was working as environment artist (hobby and professional). Then I became programmer and moved into the multiplayer-gameplay direction regarding characters, weapons and vehicles. Now as TechArtist I'm mostly focused on tools programming and advanced shader development within Unreal.

### **Programming:**

UnrealEngine C++/Blueprint, UE3 UnrealScript, HLSL, Python, C#, C

### **Software experience for coding and content creation:**

Visual Studio, Rider, 3ds Max, Substance Designer/Painter, Photoshop, AfterEffects, Premiere, Audition, Illustrator, Office and others...

### **Motion Controls:**

During the development of SkiRanger I became well experienced with the technical challenges of developing motion controlled applications for systems like Microsoft Kinect, Asus XtionPRO and OrganicMotion Stage.

## **awards**

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### **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

# Portfolio

## Toni Seifert

This portfolio is a synopsis of my work samples. You can find a more comprehensive portfolio with detailed information about my personal and professional work at [www.Toni-Seifert.de](http://www.Toni-Seifert.de).



[Youtube](#)



# Sackboy A Big Adventure (2020)

At *Sumo Digital* I worked as *Technical Artist* on *Sackboy A Big Adventure* and developed a procedural toolset for UE4 which was used throughout the entire project. It allowed artists to non-destructively design levels and decorate environments from start to end.

Artists were able to build complex tools by themselves by combining multiple splines, geometry generators and feeding them with source assets. It also provides features for generating UVs, VertexColors, collision shapes and utilizes UE4s mesh reduction and LOD system.

## SACKBOY A BIG ADVENTURE PROCEDURAL TOOLS TOOLS ILLUSTRATION



## USAGE IN LEVEL





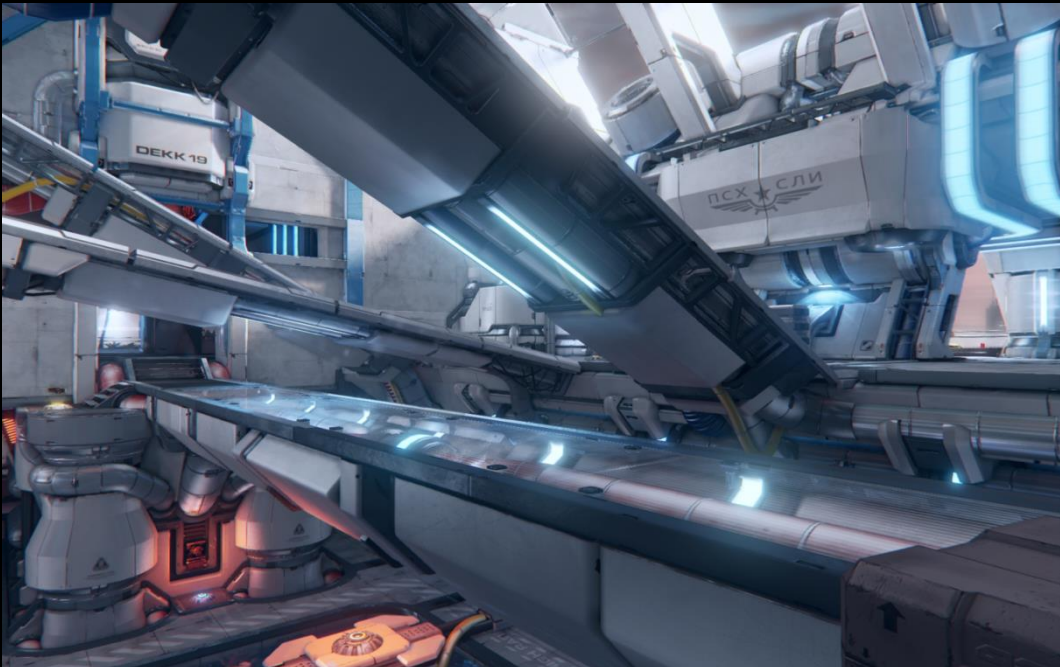


[Youtube](#)

## Online-Shooter TOXIKK (2016)

I have been working on the Online-Shooter TOXIKK for *Reakktor Media* as the main programmer and environment designer. I was responsible for programming and creating all kinds of effects and the design of the below shown environments.

All assets are designed to be highly modular and reusable.





Implemented several advanced reflection techniques into UE3 like *local Parallax-Corrected Cubemaps*, *Screenspace Reflections* and *Material Roughness* support.



I was also responsible for programming gameplay objects, weapons, vehicles, UI, steamworks, etc. All weapons use server side lag compensation features to allow smooth gameplay even at high pings.





## Trabi Driving Simulator (2013)

In 2013 I developed together with several partners a Trabi Driving Simulator for the [DDR-Museum Berlin](#), which allows visitors to drive in a real Trabant P 601 through a fictional part of East-Berlin. I was responsible for the design and development of the entire game-software by using the *UnrealDevelopmentKit*.



## TRABI DRIVING SIMULATOR



The simulator does not only support steering, gas and brake. The Speedometer and ignition is also fully functional.



Distorted image, which gets projected on the windshield of the car so the driver gets an undistorted view.

More information and live action videos can be found [here](#).

## Digital Windows (2016)

As follow up project for the [DDR-Museum Berlin](#) I transformed the tower block housing estate into "Digital windows" so visitors can experience the views from a classic East German apartment. I developed the environmentsystem further to support *real-time Day/Night, dynamic weather, traffic and pedestrians*. Ingame lighting conditions are also controlling a real world *Philips Hue light system* to fill the room with light from the scene.





## SkiRanger (2012)

In 2010 we as a two-man team started to develop the motion-controlled Partygame *SkiRanger*. Originally we designed the game during our diploma thesis for the *Stage Motion Capture System* of *OrganicMotion* and ported it later to the *OpenNI* and *Kinect for Windows* platforms. The result was a skill-based game, which was developed with the new possibilities that are provided by such a full-body motion-tracking system.



You can find more information and videos about the project [here](#). In addition you might try it yourself. The full game can be downloaded [here](#).



## Fairytale Fights (2009)

During my internship at *Playlogic GameFactory* I was working as a *Level Designer* and a *Decorator* on the *UE3* based Hack 'n' Slash game *Fairytale Fights*. The title was released in 2009 for *XBox360* and *PS3*.



## Unreal Tournament Maps

In 2002 I started designing maps for the *Unreal Tournament* series. Several of them received awards from the *MSU* contests and well known review sites such as *NaliCity*, *Mapraider*, *UnrealPlayground*. Some were even published in German game magazines.



More information, screenshots and download links can be found [here](#).