



# Stefan Loser

## Technical Artist

career@stefan-loser.de

Berlin, Germany

stefan-loser.de

linkedin.com/in/stefan-loser-859a6a6b

Dedicated to art and code since 2014. Solving problems and optimizing workflows as a passion.

## WORK EXPERIENCE

### Principal / Lead Technical Artist Shapefarm

10/2022 - Present

Berlin, Germany

Japanese AA developer with focus on cooperative gameplay

#### Achievements/Tasks

- Creating tools with UE5's Python / BP and C++
- Define and maintain content and in-engine pipelines
- Managing a team of 3 Technical Artists

### Senior Technical Artist / Acting Lead Gunzilla Games

04/2021 - 10/2022

Frankfurt, Germany

Former Crytek employees founded new AAA Shooter Game Studio

#### Achievements/Tasks

- Creating the Open World Pipeline with HOU, HEU and UE5
- Leading a team of 8 Tech Artists, including project management
- Hiring, creating personal development plans for the team, developing hiring profiles, creating application tests
- Creating tools with UE5's Python / BP

### Technical Artist Yager Development

12/2019 - 04/2021

Berlin, Germany

Renowned AAA Shooter Developer

#### Achievements/Tasks

- Profiling and Level / Material Optimization
- C++ / Blueprint Pipeline Tool Development
- Exploration of new Technologies

### Technical Artist TT Odyssey

08/2018 - 11/2019

Brighton, UK

Travellers Tales studio dedicated to mobile games.

#### Tasks

- Tool Programming for e.g. Unity, Photoshop, Maya
- Optimization of UI and 3D models
- Pipeline Development & Documentation
- Graphics Programming and Rigging Support

### Junior Developer Treasurehunt

08/2015 - 08/2018

Berlin, Germany

Mobile Games Developer founded in 2014 working with Unity3D.

#### Tasks

- Gameplay, Tool and Backend Programming in C#
- VFX creation
- Shader programming in CG and GLSL

## SKILLS

Object Oriented Programming

Procedural World Building

Graphics Programming

Profiling

Pipeline Development

Shader

Project Management

UX Design

VFX

Image Editing

Rigging

## ACHIEVEMENTS

Bachelor of Science (03/2015)

German Developer Award: Best Story (2016)

Silence The Whispered World 2

German Developer Award: Best Visuals (2016)

Silence The Whispered World 2

German Developer Award: Best Sound (2016)

Silence The Whispered World 2

## CERTIFICATES

English in Computer Science and Information Technology at level C1.1 CEF (2013)

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## LANGUAGES

German



English



Spanish



French

