

# Felix Leyendecker

[felix@felixleyendecker.com](mailto:felix@felixleyendecker.com)

[www.felixleyendecker.com](http://www.felixleyendecker.com)

<http://de.linkedin.com/pub/felix-leyendecker/1/399/511>

## PERSONAL STATEMENT

Ever since I played my first 3D game, I was spellbound by the level of immersion a talented game developer can create. Since then, I strive to be among the best of my field, creating unique, memorable and beautiful gaming experiences.

## EMPLOYMENT

### Principal 3D Artist

Crytek GmbH – Frankfurt Office

Frankfurt, Germany

2005-present

### Unannounced projects 1&2 (2013-present):

- Worked on various gameplay prototypes, including paper designs and high-level game design
- Later became part of Crytek's R&D team to develop the material and texturing system of CRYENGINE

### Crysis 3 (2011-2013):

- Art owner of the last mission "Gods And Monsters".

### Crysis 2 (2008-2011):

- Responsible for creating and designing the alien war machinery, vehicles and infrastructure such as the lithoship aka 'spear' and various other props.

### Crysis 1 (2005-2007):

- Hired as Junior Artist to work on the 'Core' alien spaceship mission, together with Level Designer Friedrich Bode, 3D Artist Efgeni Bischoff and Texture Artist Pino Gengo.

## KEY SKILLS

### Technical Skills

- Expert level: 3dsMax, Photoshop, Zbrush, Mari, CRYENGINE Sandbox
- Intermediate level: XSI, Maya, Mudbox
- Specialties: Hard-surface modeling & 3D concept design
- Advanced technical understanding of game engine technology, excellent working relationship with programmers

### Personal Skills

- Open, friendly and helpful
- Flexible problem solver that can work with little supervision
- Comfortable in taking responsibility over a team, large areas of a game and/or a pipeline

## EDUCATION

Games Academy

Berlin

### Game Art&Animation, Game Artist (GA) (2003-2005)

Award-winning final project: "Rebirth" [www.betablockergames.com](http://www.betablockergames.com)

## PUBLICATIONS/PRESS

Tutor at Games Academy Frankfurt, teaching game art and portfolio review

Speaker at GDC Europe 2013, 1-hour talk "Crafting The World Of Crysis", slides:

<http://crytek.com/download/Crafting%20the%20World%20of%20Crysis.pptx>