

# Felix Leyendecker

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## 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

### **id Software – Senior Environment Artist**

Dallas, TX, USA

2015-present

#### **DOOM Eternal (2016-2020):**

- Pipeline and art workflow development. Environment art and level layout work throughout the campaign. Cross-studio communication including a visit to our Swedish studio to supervise PVP map creation, and a visit to our Frankfurt studio for tool development.

#### **DOOM (2015-2016):**

- Member of the worldbuilding Team, created props, vehicles, and locations in the SP campaign as well as DLC content. Level art lead on DLC 3 Map “Empyrian”.

### **Crytek GmbH - Principal 3D Artist**

Coburg/Frankfurt, Germany

2005-2015

#### **Various Projects (2013-2015):**

- Pipeline and art workflow development
- Environment Art contributions to **HUNT: Showdown** (2019) and **Homefront 2: The Revolution** (2016)
- Design, concept and prototype contributions to unannounced projects

#### **Crysis 1-3 (2005-2013):**

- Pipeline and art workflow development
- Environment Art contributions to the campaigns and MP modes (Alien mothership and space crafts, alien and other props, final cave level and boss battle)

## KEY SKILLS

### Technical Skills

- Expert level: MODO, 3dsMax, Photoshop, Zbrush, MARI, CRYENGINE Sandbox, idTech Radiant, Substance Toolset
- Intermediate level: Softimage XSI, Maya
- Specialties: Hard-surface modeling & 3D concept design, Environment Art
- 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)