



Wolfgang Traenkle

I am a Game Designer from Massachusetts. I moved to Los Angeles to work on games. My goal is to be a reliable team member and create sick experiences for people to enjoy.

TELEPHONE

508-241-0642

WEBSITE

Wolfgang3D.com

EMAIL

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EXPERIENCE

Environment Artist

IFGWorld
Los Angeles, CA
Sept 2018- Current

Currently working as an Environment Artist that does everything from Layout of new maps, asset creation, lighting, and set dressing. We create a large volume of environments built in Unreal that are highly optimized for functionality on the Oculus Go. Shipped Title: WORLDS for Oculus Go

3D Artist

Brud
Los Angeles, CA
Nov 2017- Jun 2018

Worked primarily as a character lighter and compositor. I would occasionally work with textures and within Unreal and Unity.

Junior Designer

Unfold Agency
Venice, CA
Jun 2017- Nov 2017

Worked as a Graphic Designer and 3D Designer for clients such as Netflix, Warner Brothers, Disney, and Ubisoft. Was lead designer on the AR Facebook project for the South Park Game release of Fractured But Whole.

Environment Artist

Yellow Post
Los Angeles, CA
2017 3 Months

Worked as a freelance 3D Artist creating general props and environment assets for a VR experience.

Environment Artist

ICU Games
Los Angeles, CA
2016 4 Months

Worked as a 3D Environment Artist for the game ICU. Developed optimized 3D assets for the game.

EDUCATION

Otis College of
Art and Design
Game Design

Studying Game and Entertainment Design, with a focus in Environment Art and Character Modeling. Also developed skills in Compositing and VFX.

PROFESSIONAL SKILLS

Adobe Suite

3D Software

PHOTOSHOP

SUBSTANCE DESIGNER

UNREAL ENGINE

ZBRUSH

ILLUSTRATOR

SUBSTANCE PAINTER

UNITY

MAYA

AFTER EFFECTS

MARVELOUS DESIGNER

C#

DAZ

InDESIGN

MARMOSSET

NUKE

KEYSHOT