

DEVIN ALAN PAUL



DETAILS

ADDRESS

Düsseldorf
Germany

EMAIL

devinpaul.freelance@gmail.com

SKILLS

Functional Testing,
Communication Skills,
Documentation, Organization,
Texturing, 2D Art, Concept Art,
Animation, UI/UX Design,
C#-

Adobe Photoshop

Procreate

Autodesk Maya

Substance Painter

Unity 3D

HOBBIES

Video Games, Cartoons,
Art, TTRPGs (D&D), Cosplay/
Costume Making, Musicals,
Story Telling, Animation,
Theater, Photo Editing

LANGUAGES

English

German

PROFILE

Graduate game developer (Bachelor of Science) focusing on 2D art. I am always seeking to improve and broaden my skills so I may grow in my new role at your company!

EMPLOYMENT HISTORY

Freelance Artist

Düsseldorf,
Germany

Aug 2021 — Present

Barista, TeeDeli GmbH / Spherebay

Düsseldorf,
Germany

Jul 2022 — Jan 2023

Texture Artist Intern, Silent Dreams

Mülheim (Ruhr),
Germany

Sep 2019 — Dec 2019

texturing 3D models with Substance Painter, implementing assets into Unity, partial QA

Art Intern, Game Lab Oost

Enschede,
Netherlands

2018

artistic intern lead, character design, 3D animation, paint overs, organizing meetings and communicating with stakeholders

Graphic Design Intern, Menupages.ie

Sandyford, Ireland

2014

EDUCATION

Bachelor of Science, Saxion University of Applied Sciences

Enschede,
Netherlands

2015 — 2021

Creative Media and Game Technologies

Vocational baccalaureate - Graphic Design, Max-Born-Berufskolleg

Recklinghausen,
Germany

2012 — 2015

Graphic and Object Design