

# DEVIN ALAN PAUL



## • GAME ART / ILLUSTRATION •

I'm a graduate game developer (Bachelor of Science) focusing on character design and 2D art. I am always seeking to improve my skills and grow in my new role at your company!

## EXPERIENCE

### INTERNSHIPS

**2018**      **Game Lab Oost Enschede, Netherlands**  
Job: Artist, character designer,  
3D animator

**2019**      **Silent Dreams, Mülheim (Ruhr), Germany**  
Job: Artist, texturing

### PROJECTS

**01.2021-07.2021**      **Bachelor Thesis**  
Improving the inclusion of trans and gender diverse people in video games through character customization

**05.2017-07.2017**      **Bot Band Jazz**  
**Lead Art // Character Design // Animation**  
Setting style, managing artists/ communication, designing characters & other design choices, 3D character animation, texturing, concept art

**11.2016-12.2016**      **Back To Bed**  
**Lead Art // Character Design // Animation**  
Setting style, managing artists/ communication, designing characters, 3D character animation, texturing, voice acting, 2D art, concept art

## EDUCATION

**2012-2015**      **Max-Born-Berufskolleg, (Germany)**  
Vocational baccalaureate - Graphic Design

**2015-2021**      **Saxion University of Applied Sciences (Netherlands)**  
Creative Media and Game Technologies - Bachelor of Science

## MISCELLANEOUS

### Team work

Since my study is highly practice focused, I have experience working in teams consisting of artists, designers and programmers, taking on roles such as art lead, animation or character design / concept art. Good communication was especially important for breaking down language barriers.

### Personality

I consider myself an open-minded, creative person. I value diversity and I'm very dedicated to always find a good solution for problems. I thoroughly believe good communication helps maintain the harmony within a group. I'm hard-working and enjoy improving my skills.

## PERSONAL INFO

### Name

Devin Alan Paul

### Date & Place of birth

07.10.1995, Herten Germany

### E-mail

devinpaul.freelance@gmail.com

## SKILLS

Character Design, 2D Art, UI

Design, Texturing, Character

Animation, C# scripting,

## SOFTWARE

Procreate ●●●●●

Adobe Photoshop ●●●●●

Autodesk Maya ●●●●●

Substance Painter ●●●●●

Unity 3D ●●●●●

## LANGUAGES

English ●●●●●

German ●●●●●