

# Toren Lehrmann

## Senior 3D Artist

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## Summary

An ambitious and technically-minded 3D artist with over eleven years of game development experience, including three shipped titles at award-winning AAA studios.

## Work History

### 3D Artist

Aug 2016 - Present

Turn 10 Studios – Insight Global/Microsoft - Redmond, WA

- Shader, material, and texture creation for 'Forza Motorsport 7'.
- Oversaw and managed physically based material library.
- Collaborated with car, track, and engine teams to develop features, improve visuals, and optimize work.
- Developed shader pipeline for content teams to streamline custom driver suit materials.

### Senior Environment Artist

Mar 2010 - Aug 2016

ZeniMax Online Studios - Hunt Valley, MD

- Created environment assets for 'The Elder Scrolls Online' and expansions.
- Extensive modeling and texturing of architecture and modular parts such as dungeon and cave sets.
- Mentored other artists on the team regarding PBR and Substance pipeline, including presentation to Art Dept.

### Environment Artist

Mar 2009 - Mar 2010

BioWare - Austin, TX

- Created environments for 'Star Wars: The Old Republic' within the Hero Engine.
- Work included terrain editing and texture painting, asset placement, and lighting.
- Contributed to 6 planets including Tatooine, Hoth, Coruscant, Voss, Nar Shaddaa, and Corellia.

### 3D Artist

Oct 2006 - Oct 2008

Bigpoint GmbH - Hamburg, Germany

- Modeling and texturing work on browser-based game titles (Java and Shockwave powered).
- Technical work including adjusting vehicle physics for 'Chaos Cars' title.
- Two Years of International Game Development Experience.

### 3D Artist

Jun 2005 - Sep 2005

NGTV - Beverly Hills, CA

- Modeled and animated characters and other assets for transitions and split-screen shots.
- Used Maya Dynamics for simulation based content.
- Researched alternative rendering methods including the implementation of 'toon shading' into pipeline.

## Technical and Software Skills

- Experienced with Physically Based Rendering (PBR) and next-generation pipelines.
- Highly proficient with Substance Designer and Substance Painter.
- An expert with 3D Studio Max and Adobe Photoshop.
- Very proficient with Zbrush modeling including creation of height maps for tiling textures bases.
- Experience with Unreal Engine 4 including material setup, level editing, and lighting.
- Experienced with V-Ray including material creation, lighting, and rendering, as well as compositing 3D renders to background plates with photo-realistic results.
- Extensive photography experience (see 'Photography' section of portfolio).

## Education

**Bachelor of Arts in Multimedia**  
University of Advancing Technology

Jul 2002 - May 2005

- Graduated Magna cum Laude