

Max Hoek

Hardsurface Artist



PROFILE

Name
Max-Hermann Hök

Date of Birth
07.07.1994

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WORK EXPERIENCE

- 2017- Present **LeadFollow Games**
Freelance Hardsurface Artist
designing and creating modular tanks and skins
- 2017- Present **Token Tantrum**
Freelance 3D Artist
level assets for a topdown game
- 2016- Present **SAE Insitute**
Freelance Lecturer
teaching workshops like highpoly modelling, lowpoly optimization or pbr texturing
- 2015- Present **SAE Insitute**
Freelance Supervisor
teaching game art at the SAE Institute in Frankfurt
- 2010- 2014 **Die Schreinerei**
Carpenter
building furniture like tables, closets and also kitchens from wood

EDUCATION

- 2014- 2017 **SAE Insitute Frankfurt**
Bachelor of Arts (Hons.),
Interactive Animation
- 2014- 2015 **SAE Insitute Frankfurt**
Game Art Diploma
- 2010- 2013 **Die Schreinerei**
Qualified Carpenter
- 2000- 2012 **Waldorf School Darmstadt**
A-Level

SKILLS



High & Lowpoly, Optimization, UV Mapping, Texture Baking

Image Editing, PBR & Non PBR Texturing

PBR Texturing, Texture Baking

Procedural Material Creation

Level Creation, Shader Creation, Optimization, VR Development, Blueprint Creation

