



Nicolas Vogelbusch

CURRICULUM VITAE

Game Artist & Game Writer

Personal Data

Address

Ruhlaer Straße 15
14199 Berlin
Germany

Phone

+49 152 346 86 030

E-Mail

Nicolas.V_98@hotmail.de

Birthday & Birthplace

05. May 1998 in Luxembourg

Nationality

German, Luxembourgish

Website/Portfolio

www.nicolasvogelbusch.com

Languages

German	Mothertongue
Luxembourgish	Mothertongue
English	C2
French	B2

Education

March 2022

Bachelor of Art in Game Design

Thesis: “Wie hängt Geschlossenes und Offenes Worldbuilding im Bezug zum Charakter-Konzept zusammen? Worldbuilding als Tool für Charakter-Konzepte”

September 2018 - March 2022

Studies in Game Design B.A.

“University for Applied Sciences Europe“
in Berlin, Germany

May 2016

Leaving Certificate, equivalent General Certificate of Education (GCE), A level and AS Level, at “Dundalk Grammar School” in Dundalk, Ireland

September 2013 – May 2016

“Dundalk Grammar School” in Dundalk, Ireland
4th – 6th Year Secondary

September 2010 – August 2013

“Lycée Ermesinde” in Mersch, Luxembourg
Régime de la formation technique

September 2004 – August 2010

Ecole Primaire in Biver, Luxembourg

Work Experience

September 2020 - February 2021

Internship at “Black Pants Studios”

I worked as game artist on several of their upcoming projects and worked closely with all the other departments.

IT - Knowledge

Unity

Over 15 small and big game productions entirely made in Unity.

Adobe Photoshop

13+ years of experience with Photoshop.

zBrush

More than 50 game production sculpts in zBrush.

Unreal Engine

I worked in an 8-man-team for 6 months on an Unreal Engine game production.

Substance Painter

Hundreds of textures made in Substance Painter.

Maya

From retopology to rigging, I worked and am familiar with it all.

Adobe Illustrator & InDesign

To round out my expertise I learned inDesign for all my more graphical and print needs.

Hobbies

Writing Stories

I'm in love with worldbuilding and am currently writing on a novel.

Gaming

No surprise here, I love games from Warhammer to League of Legends.

Scuba Diving

From the age of 11 I have been scuba diving and have acquire several licences over the years.

Work Experience

December 2018 - April 2019

Devolution at the "A Maze" Gaming Festival
Speaker of the Devolution team at the festival itself, organiser of the exhibition and research member.

September 2016 - February 2018

Waiter at the "Schueberfouer" in Luxembourg-City, Luxembourg

September 2015 - January 2016

"Formular 1 in Schools".

A national STEM competition (Science, Technology, Engineering, Mathematics) between all the competing schools in Ireland. I designed our race car in Solid Works, printed it on a 3D-printer and organised a booth.

We won the national Championship with a time of winning 1.501 seconds.