

CLEMENS TIEFENBACH, BA

PERSONAL DETAILS

11 July 1994
+43 676 443 0148
Itzlinger Hauptstraße 56/A/6
5020 Salzburg
tiefenbach-clemens-portfolio-website.pages.dev
clemens098@outlook.de

EDUCATION

HSB-Akademie
Diploma in Web Design
Jun 2026 - Nov 2026 (expected)

Salzburg UAS, Puch/Urstein
Multimedia Technology
2024 - 2025

Salzburg UAS, Puch/Urstein
BA Multimedia Art
2015 - 2018

HTL Sprengerstraße, Vienna
Media Design programme
2008 - 2014

LANGUAGES

German - Native language
English - Fluent (spoken/written)
Turkish - Fluent (spoken/written)

DRIVING LICENCE

- AM
- B

WORK EXPERIENCE

10/24 - 10/25 (PT 19.5h) **SENIOR 3D ARTIST**
ViewApp GmbH Vienna

- **Creating/preparing 3D models in Blender/Unreal**
  - Buildings
  - All types of city assets
- **Texturing**
- **Level Design**

08/22 - 09/24 (Full-time) **LEAD 3D ARTIST**
ViewApp GmbH Vienna

- **Developing simulation games**
  - CityDriver (https://www.city-driver.com/)
  - City Transport Simulator: Tram (https://citytransportsimulator.com/)
- **Leading the 3D art team**
  - Workflow optimisation
  - Quality control
  - Sprint and project planning for the 3D art department
  - Coordination between artists and programmers
- **Developing a new city map**
- **Developing new tools** with programmers for level design
  - Traffic lights/signals and intersection system
  - Placing roads and assets
- **Creating/preparing 3D models** in Unreal Engine
  - Buildings
  - All types of city assets
- **Texturing**
- **Level Design**



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clemenstiefie

TECHNICAL SKILLS

Advanced knowledge

- Adobe Creative Suite (Photoshop, Illustrator, InDesign, Premiere, After Effects)
- Affinity Suite (Photo, Designer, Publisher)
- Blender (3D Generalist)
- Unreal Engine 5
- Adobe Substance Painter/Designer
- Microsoft Office

Basic knowledge

- .NET / C# (OOP, LINQ)
- SQL (PostgreSQL)
- Python
- Java & Java Script
- HTML & CSS
- Maya, zBrush
- YouTrack
- Perforce

ADDITIONAL SKILLS

- Teamwork
- Leadership
- Analytical thinking
- Process understanding
- Project development
- Solution-oriented approach
- Time management

WORK EXPERIENCE

08/19 - 08/22 (Full-time)
SENIOR 3D ARTIST
ViewApp GmbH Vienna

- **Developing simulation games**
  - CityDriver (https://www.city-driver.com)
  - City Transport Simulator: Tram (https://citytransportsimulator.com)
  - TramSim Munich (https://tram-sim.com/muenchen)
- **Creating and preparing 3D models**
  - Buildings
  - Various city assets
  - Tram
- **Developing new workflows for building creation**
- **Texturing and level design**
- **Importing and preparing models** in Unreal Engine
- **Working with programmers** to develop new tools for level design
- **Reskinning characters** to different skeletons
- Developing an **image editing application** (PhotoFacade) in collaboration with Aardworx

HOBBIES

Multimedia & Computer science
- 3D
- Graphics
- Image editing
- Programming
- Mathematics
- Games(Unreal Engine, Unity, Steam, Battlenet)
- Film, music

Exercise & sport
- Hiking
- Fitness
- Tennis
- Diving

Music
- Guitar
- Piano
- Drums
- Singing

Health, nutrition