



Samuel Scheuermann

Bachelor of Arts - Virtual Design

About me

*08.05.1999

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samuel.scheuermann@outlook.de

Friedenstr. 88, 67657 Kaiserslautern

Samuelscheuermann.com

Education

08.2024 Bachelor of Arts in Virtual Design, Final Grade: 1.5

09.2018 Hochschule Kaiserslautern

Bachelor Thesis: Development of a Children's Game:
From Concept to App Implementation. Final Grade: 1.1

07.2018 Graphic Design Diploma, Final Grade: 1.6

08.2015 Johannes Gutenberg School, Heidelberg

Work experience

04.2024 3D Quality Assurance

09.2023 Humanetics Digital Europe, Kaiserslautern

08.2023 3D Artist Internship

05.2023 Smeet Communications GmbH, Berlin

06.2019 Graphic Designer

11.2018 Lernstudio Barbarossa, Kaiserslautern

07.2017 Graphic Design Internship

Funkhaus Aschaffenburg

Skills

Languages: German (fluent), English (fluent)



Soft Skills

Excellent teamwork skills & Communication
Strong organisation abilities & Time management
Proficient in independent work & quick learning

Activities

Review and analysis
of 3D data

Modeling, texturing, and
animating 3D assets

Designing print and digital
media

Support in typography
and layout

Portfolio

samuelscheuermann.com



Hochschule
Kaiserslautern
University of
Applied Sciences

URKUNDE

Herr

SAMUEL SCHEUERMANN

geboren am 08.05.1999 in Eberbach

hat am 30.08.2024 die Abschlussprüfung im Studiengang

VIRTUAL DESIGN

an der Hochschule Kaiserslautern erfolgreich bestanden.

Auf Grund dieser Prüfung wird ihm der akademische Grad

BACHELOR OF ARTS (B.A.)

verliehen.



H. Schmidt

Prof. Dr.-Ing. Hans-Joachim Schmidt
Präsident



Hochschule
Kaiserslautern
University of
Applied Sciences

30.08.2024

49°26'46"N 7°45'37"E



**Hochschule
Kaiserslautern**
University of
Applied Sciences

Translation Bachelor – Certificate

Mr. Samuel Scheuermann

born on May, 8th 1999 in Eberbach (Germany)

has successfully passed the degree examination in the study course

Virtual Design

on August, 30th 2024

Topic of Bachelor Thesis:

Development of an interactive children's game: From conception to app implementation

Bachelor Thesis:	12	1,1
Compulsory Modules:	ECTS	Grade
Large project 2d design	11	1,9
Small project spatial design	7	1,7
Media software	5	1,0
Media theory and management I	5	2,1
Small project 3d design	8	1,8
Small project image design	10	1,9
Small project screen design	5	1,7
Media theory and management II	5	1,8
Large project 3d visualization	13	1,3
Small project 3D animation - basics	10	1,5
Media theory and management III	5	1,7
Large project moving image	15	1,9
Small project virtual design I	9	1,0
Large project virtual design II	14	1,4
Small project interface design	8	1,9
Large project virtual reality	14	1,1
Virtual photography / CGI	12	1,8

Bachelor Certificate

Mr. Samuel Scheuermann

born on May, 8th 1999 in Eberbach (Germany)

Practical phase	18	passed
Forum	8	passed
Optional Compulsory Modules:		ECTS Grade
Gif me your best	2	passed
Character Design	2	passed
Pixel Art	2	passed
Game Design	4	passed
Corporate design animal aid	2	passed
Life Drawing	2	passed
Zbrush	2	passed

The final grade of the examination is:

1,5

Overall number of ECTS credit points of the degree program: 210 ECTS

Kaiserslautern, August, 30th 2024



A blue ink signature, likely of the official representing the Examination Office, is written over a horizontal line.

For the correctness
(Examination Office)



Herrn
Samuel Scheuermann
Alex-Müller-Str. 97
67657 Kaiserslautern

ARBEITSZEUGNIS

Herr Samuel Scheuermann, geboren am 08.05.1999, war vom 23.11.2018 bis zum 01.06.2019 als Grafiker in der Abteilung Marketing unserer Systemzentrale in Kaiserslautern tätig.

Die Firma Lernstudio / MegaKids Fortbildungs GmbH ist ein bundesweit tätiger Anbieter im Bereich Nachhilfe und Erwachsenenbildung.

Zu seinen Aufgaben gehörten folgende Tätigkeiten:

- Entwürfe für grafische Neugestaltungen
- Erstellung von Plott-Vorlagen
- Anpassung bestehender Grafiken für Innen- und Außenwerbung
- Erarbeitung von Konzepten für Innen- und Außenwerbung

Wir haben Herrn Scheuermann als sehr engagierter, fleißiger und fähiger Mitarbeiter kennen gelernt. In seine Aufgabengebiete arbeitete er sich schnell ein und lieferte innerhalb kürzester Zeit sehr gute Ergebnisse.

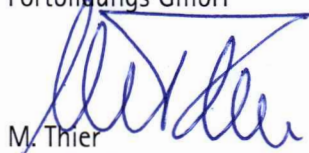
Der Arbeitsstil von Herrn Scheuermann war gekennzeichnet von großer Umsicht, hohem Verantwortungsbewusstsein und absoluter Zuverlässigkeit. Er zeigte stets hohe Eigeninitiative, identifizierte sich voll mit seinen Aufgaben sowie dem Unternehmen, wobei er auch durch seine Einsatzfreude überzeugte. Wir waren mit seinen Leistungen stets und in jeder Hinsicht außerordentlich zufrieden.

Herr Scheuermann trat stets freundlich, offen und verbindlich auf. Durch sein hilfsbereites Wesen war er bei Vorgesetzten und Kollegen gleichermaßen sehr geschätzt und beliebt. Sein Verhalten war stets vorbildlich.

Herr Scheuermann verließ unser Unternehmen zum 01.06.2019. Wir danken ihm für die Zusammenarbeit und wünschen ihm für seine berufliche wie private Zukunft alles Gute und weiterhin viel Erfolg.

Lernstudio Barbarossa/MegaKids
Fortbildungs GmbH

Kaiserslautern, 06.06.2019


M. Thier
-Geschäftsführer-



Berlin, August 6th, 2023

To whom it may concern,

Mr. Samuel Scheuermann, born on May 8th, 1999 in Eberbach, completed his internship at Smeet Communications GmbH in our Game Design Department from May 15th, 2023 until August 6th, 2023.

sMeet Communications GmbH, based in Berlin develops and operates the 3D Social Chat sMeet and other games on mobile, PC, Mac and the web. With currently more than 29 million users who design their avatars and 3D rooms, watch videos together, play against and chat with each other, we are represented in over 20 countries. As part of the Azerion family, we run Europe's largest social games community together with Sulake (Hotel Hideaway, Habbo).

After a brief introduction phase Mr. Scheuermann undertook his duties very independently and took appropriate responsibility for his projects. More specifically, Mr. Scheuermann helped me and worked individually and solution-oriented on the following tasks:

- Designing, modeling and texturing 3D-environment items for our products
- Lighting and rendering 3D-environment items
- Implementing these assets into the game-engine via animate
- Collaborating with the team to ensure that all assets meet technical requirements and are integrated seamlessly into our products
- Working with the design team to develop new ideas and concepts for 3D-environment items and other in-game assets
- Participating in regular design reviews and providing constructive feedback to team members

Mr. Scheuermann showed dedication and completed his tasks to our fullest satisfaction. He is a natural team player with good communication skills and his behavior towards supervisors and co-workers was always pleasant and professional. Additionally, he was able to learn very quickly and to take and implement constructive criticism for his own professional improvement.

We have been delighted to have Mr. Scheuermann in our team and we would definitely like to work with him again in the future.

Herewith, we would like to thank Mr. Scheuermann for his contribution and wish him all the best in his future career pursuits. Please feel free to contact me by Email at dirk.hampel@azerion.com in case you would like to learn more about the performance of Mr. Scheuermann or the scope of his work.

Sincerely,

DocuSigned by:

9BCDA368AD654A9...

Dirk Hampel

3D Designer