



Jan Pöpler

// 3D ARTIST & EDUCATOR

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WEB jp-3d.art LOCATION Hamburg, Germany

BORN 22 July 1984

Freelance **3D Artist** with 5+ years of professional experience in **game production, real-time visualization, and VR**. Most recent work as a weapon and hard-surface artist on an unannounced game title. Previous clients include **Volkswagen and Audi** for automotive VR applications, and **HTK Academy Hamburg** where I taught game art.

// 3D SOFTWARE

Blender

Plasticity

ZBrush

Rizom UV

Maya

3ds Max

// TEXTURING

Substance Painter

Marmoset Toolbag

// ENGINES

Unreal Engine 5

5+

YEARS EXP.

3

STUDIOS

// EXPERIENCE

2021 – 2025

AWE Interactive
FREELANCE

3D / Weapon Artist

Core artist on an **unannounced AA-grade video game**. Full pipeline from concept blockout through high-poly sculpting, retopology, baking, and PBR texturing in Substance Painter.

2021 – 2025

HTK Academy
FREELANCE · EDUCATOR

Game Art Lecturer

Teaching 3D design and animation for game production at HTK Academy, Hamburg. Curriculum focused on industry-standard tools, real-time workflows and game-ready asset pipelines.

2018 – NOW

Unevis X-Lab
FREELANCE

Freelance 3D Artist — Automotive VR

High-fidelity **VR applications** and real-time configurators for **Volkswagen and Audi**. Photorealistic vehicle visualizations and interactive product experiences in Unreal Engine.

2015 – 2016

Mooneye Studios
FULL-TIME

Environment Artist — Lost Ember

Environment artist on **Lost Ember**, a narrative adventure game by Mooneye Studios. 3D environment creation across PC and console.

2014 – 2015

Goodgames
FULL-TIME

3D Artist

3D assets for live game productions — modeling, texturing, and rigging for characters and props across multiple titles at one of Germany's leading mobile game studios.

// LANGUAGES

Native
German
Mother tongue

Professional
English
Business fluent

JP

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