

Curriculum Vitae

3d Artist

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personal summary

I am a motivated and passionate 3D Artist with the goal to break into the game industry and the ability to develop quality 3d models. Having been several times through the entire process to create a game in a small team, I have a good idea what it takes to create one. I have basic experience with almost every aspect, and know how to deliver my work to other teammembers. Having both experience with the technical and artistic side of the game, I find myself often being the middleman between artists and programmers. My passion lies in 2d and 3d art, and I enjoy modelling and texturing objects a lot. My dream is to become a professional artist, and when I am not working for school, I study art on my own. I am currently looking for an internship and an opportunity to work with a team of qualified, diverse individuals who will help to develop my experience and career.

skills

modeling
unwrapping
baking
texturing
rigging (3ds max)
maxscript
unityscript
basic animating(3ds max)
concept art
sculpting

Main software

photoshop
3dsmax
Zbrush
Unity

Other software

UDK
premiere
after effects
painter
flash
pfrack
motionbuilder
auto it
office
svn
perforce
dropbox
roadkill
monodevelop
visual studio
sculptris

Experience

volunteer game teacher for summercamp July August 2012
2nd place Belgium, GlobalGameJam 2012
1st place BelgianGameJam may 2011

education

current studies: 3th year Digital Arts and Entertainment
diploma secondary education: Mathematics & Sciences
part-time Secondary school Diploma in Visual Arts

References

Available on request