

Curriculum Vitae

Personal Details

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About myself:

Since my childhood I always have been interested in video games. By working on mods and indie teams together with other game enthusiasts I trained my skills to become a professional 3D artist. I also really like the technical side which is why I want to switch my career towards a C# programmer / technical artist.

Work experience

2014 –2015

Vasco Games
Emmen

3D game artist – Worked on various mobile games as 3D artist. Tasks include making and optimizing models, texturing and level design

2012 –2014

3D Window Dressing
Gorinchem

3D visualizer – Designing shop interiors and making realistic visualization renders using Vray

2011 –2012

Team6 Games
Assen

3D game artist – Worked on several games for several platforms (PC and mobile). I did level design, modeling, texturing and particle FX

2008 –2010

Dominating Studios
Emotional Robots Inc.
(Internet)

3D game artist – During my spare time I made several realistic 3d props, textures, level design and lighting in UDK for 2 different mod projects

Education

2007-2011

Enschede

Bachelor Industrial Design at the University of Twente

Programs: 3ds Max, Photoshop, ZBrush, Unity, UDK, Maya

Hobbies: soccer, gaming, watching e-sports, painting, programming, music concerts

Programming experience: C#, javascript, maxscript, CG (shaders)

Languages: Dutch (native speaker), highly proficient in spoken and written English