

## Objective

Started out with game development around the age of 10 (1999). It was then when I first fired up worldcraft and got a grasp about what was possible with the use of computer graphics. Since then I developed a large interest in computer games and the way they are created. I learned to utilize programs, create my own content and how to express myself through game art. Now 11 years later I finished my game development education and got some work experience at playlogic game factory where I worked on 2 released titles.

Things are just starting, creating games is what I love to do.

## Profile

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Portfolio:

## Education

**2008** **Robin Keijzer (Art director)**  
Course: Crash course Concept art  
Creating visually attractive art

**2005 - 2009** **Grafisch Lyceum Rotterdam**  
Course: Animation & Game design  
Animation/ audiovisual design  
*Graduated in 2009*

**2001 - 2005** **Huygens Lyceum**  
Course: Voorbereidend Middelbaar  
Beroeps Onderwijs  
*Graduated in 2005*

## Relevant work experience

(most recent on top)

**Spiral Game Studios** 07-2010/ Present (Freelance - 3D Game artist)  
United States Responsible for the creation of multiple NPC dinosaurs  
<http://spiralgamestudios.com>

**Mirage3D** 06-2010/ 08-2010; (Freelance - 3D artist)  
The Hague, The Netherlands Creating various observatories for an unannounced project.  
[www.mirage3d.eu](http://www.mirage3d.eu)

**Troubleshoot** 06-2010 (Freelancer - 3D Game artist)  
Character modeling and rigging for the troubleshoot project.

**Retronamic Games** 05-2010 (Freelancer - 3D game artist)  
*São Paulo, Brazil* Optimizing and character skinning for an unannounced project.

**Mirage3D** 03-2010/05-2010; (Freelance - 3D technical artist)  
The Hague, The Netherlands Creating several complex animal rigs, along with their skinning.  
[www.mirage3d.eu](http://www.mirage3d.eu) Utilizing various rigging methods depending on the given animal.

**Playlogic Game Factory BV** 9-2009/ 3-2010 (Full Time - 3D artist)  
Breda, The Netherlands 1-2009/ 4-2009 (Part Time - 3D artist)  
[www.playlogic.nl](http://www.playlogic.nl) 07-2008/ 1-2009 (Full Time Internship - Intern artist)  
Creating 3D assets as a intern artist, utilizing the entire workflow.  
Modeling, texturing, rigging and skinning.

**Mirage3D** 01-2008/ 06-2008; (Full Time Internship - Intern artist)  
The Hague, The Netherlands Creating complex scenes and environments either  
[www.mirage3d.eu](http://www.mirage3d.eu) solo and in teams for different Full Dome 3D shows.

## Software experiece

Expert knowledge

3Ds max, Photoshop, Unreal 3 engine, flash.  
Modeling, rigging and texturing in general.

Intermediate Knowledge

Photoshop automation/ scripting (Javascript)  
Lua, Zbrush, Illustrator, Indesign, Microsoft Office.

Basic Knowledge

Maya, Genetica, Filter Forge, Valve Hammer Editor

## Qualities

I am a hard working and modest person that works good under pressure, on both solo and team based assignments, always reaching the given deadlines and expectations.

I tend to always improve my abilities in computer graphics and my understandings of how things work and behave in either a real or a simulated environment. With this ever expending experience and knowledge I can create objects and environments that will fit the given style and give constructive and helpful feedback to others that match any desired scope.

## Vocabulary

Perfect understanding of the English and Dutch language, speaking and writing wise.

## Hobbies

Traveling, Skiing, Fitness, Level Design, Scripting (javascript/ actionscript 2.0), 3D Modeling

## Work achievements

**-Game shipped**, March 2012, *Doublesix games*

'All Zombies Must Die: Scorepocalypse'  
Game released for PC.

**-DLC shipped**, February 2012, *Doublesix games*

'Who Wants To Be A Millionaire' 'Star Trek' DLC  
Pack released for Xbox 360 and PS3.

**-Game shipped**, December 2011, *Doublesix games*

'All Zombies Must Die'  
Game released for Xbox 360 and PS3.

**-DLC shipped**, November 2011, *Doublesix games*

'Who Wants To Be A Millionaire' 'Southpark' DLC  
Pack released for Xbox 360 and PS3.

**-Game shipped**, Oktober 2009, *Playlogic Game Factory*

'Fairytale Fights'  
Game released for Xbox 360 and PS3.

**-Game shipped**, November 2008, *Playlogic Game Factory*

'PomPom Party'  
Game released for playstation 2.

**-Show shipped**, June 2008, *Mirage3D*.

'The Final Frontier'  
24 minute Fulldome planetarium animation show.

## Personal achievements

**-Work featured**, April 2010

My Texture exporting scripts are highlighted  
on the eat3d website.

**-Award received**, September 2009

'EUROPRIX Multimedia Awards' '09 Quality Seal  
awarded for my graduation project.

**-Work featured**, June 2009

Graduation project 'Realm of Synai' featured  
in 'Control' Magazine.

**-Work featured**, June 2005

Work shown in the "PC Gameplay" in a feature  
regarding the Half-Life 2 Western Revenge  
modification.

**-Work featured**, May 2005

The 'Huygens Lyceum Voorburg' used my  
cover drawing for the graduates photo album.