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## ANIMATOR

Create 3D models, rigs, and animations for games, film, and promotion.

## EDUCATION

- International Game Architecture & Design – NHTV University of Applied Science, Breda, Netherlands. (2012 to 2017)
- Dalton Den Haag –HAVO, Den Haag, Netherlands. (2007 to 2012)

## WORK EXPERIENCE

- WW1 Isonzo. Animator and technical artist for M2H. (2021-)
- MafiaTimes. Animator and voice actor. (2021)
- We Were Here Too. Animator and technical artist for Total Mayhem Games. (2017-2018)
- Deliver us the Moon. Animator and technical animator Internship for Keoken Interactive (2016-2017)
- The Dance with the Angels. Animator and artist. Collaboration with Beans INC. (2015)
- Fuuki. 2D Animator (2019)
- Science Tales: CERN. Animator, character artist, and technical artist for Reddlock (2020)
- Gym Tycoon. Animator, character artist and technical artist for Green Forrest Games (2020-2021)
- ICONS. Animator, character artist and technical artist (2021)
- WW1 Isonzo. Animator, rigger, and technical artist, for M2H. (2021-)
- BAIL: Art Lead (2015 Global Game Jam)
- Arcade floormanager, Hommerson Casino. (2014 and 2017 Summer)
- Stocking, AlbertHein supermarket. (2010 to 2012)
- Retail sales advisor, Mediamarkt (2019-2020)

## SKILLS

Advanced knowledge: Maya, Photoshop, Microsoft Office, Unreal4 Animation  
Proficient: Adobe Illustrator, Motionbuilder, Premiere-Pro, AfterEffects

## LANGUAGES

English: Fluent Dutch: Native

## HOBBYS

2D Artist: Drawing, creating characters.  
Video games: Borderlands series, Warframe, MetroidVenia, Bayonetta, I prefer games with stylized art and humor.  
Voice Acting: Voice actor.  
Animator: Stop-motion, 3D sketches, Rigging.