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Desired Job

Description:	3D generalist
Personal goals:	To vent my passion for 3D in a job in the industry that offers challenges, and gives me the opportunity to improve my skills. Being part of an experienced and skilled team that tries to raise the bar.
Status:	Full Time
Location:	No preference, willing to relocate

Education

2003-2005 "Master in Filmstudies and Image Culture" (with honor) University of Antwerp
1999-2003 "Master in Audiovisual Arts" (with honor) – St.-Lukas Brussels
1993-1999 Latin - Languages
O.-L.-Vrouw-van-Lourdescollege – Edegem (highschool)

Qualifications

Can work both independently and in a team
Fast learner, eager for challenges
Able to work under deadline pressure

Experience

2006-present - 3D artist/retoucher at FotoVDB, Aartselaar, Belgium
Photorealistic product visualisation, combinations of CGI and photography, photo retouching, HDR photography
2005 - Assistant editor at Skyline Entertainment, Leuven, Belgium
on *De Hel van Tanger*, *Vleugels*, and the *Aspe* TV series
2002 - 3D Artist at Larian Studios, Oudenaarde Belgium
pre-rendered backgrounds for the game *Beyond Divinity*
2000 - Graphic Designer at I-Motion, Antwerp, Belgium
banner design for the yellow pages

Collaborations

- 2005 – VFX artist on *Explode RU486*, a short film by Jesse de Greef (award for Best Debut on the filmfestival of Leuven)
- 2004 – VFX artist on *Hell Bent for Whiskey*, a short film by Matthias and Benjamin Claeys (award for Best Studentfilm on the filmfestival of Ghent)
- 2001 – 3D Artist on *The Darkest Day*, a mod for Baldur's Gate 2

Technical skills

Windows NT/2000/XP and Mac OSX

3D

Softimage XSI & Mental Ray
3ds Max
Maya (basics)
Mudbox & Zbrush (basics)
Okino Polytrans

Realtime 3D

Virtools
Unity 3D

2D

Adobe Photoshop
Digital Fusion
Combustion
Adobe After Effects

Editing

Final Cut Pro HD
Adobe Premiere

General

Spheron Spherocam HDR system

Further achievements

Graduation film *CounterStructure* (St.-Lukas) was selected and shown at the International Short Film Festival 'Leuven Kort' at 3, 4 and 5 december 2003

Sunclipse (graduation project at the University of Antwerp), a 3D Role-Playing Game, is still being worked on as a personal project

Interests

Film (however lately I'm more into quality TV series), games, music, photography