Lorenzo de Rijcke

Weststraat 40 4527 BT Aardenburg, Netherlands – Dutch nationality

+31 (0)650859166 | lderijcke@hotmail.com | [www.lorenzoderijcke.weebly.com](file:///C%3A%5CUsers%5CBeheerder%5CDownloads%5Cwww.lorenzoderijcke.weebly.com)

**3D asset artist**

**Education**

August 2011- February 2016

**Bachelor Degree in International Game Architecture & Design** – NHTV University of Applied Science, Breda, Netherlands (graduated February 2016)

September 2006 – May 2011

**HAVO** – Scholengemeenschap het Zwincollege, Oostburg, Netherlands.

**Previous Experience**

March 2015 – July 2015

**3D/2D Environment Art Intern**, internship, Atlantis Games, Breda

* Worked on 3 client projects, varying in duration from 8 weeks to 3 months and ongoing.
* Developed Artist skills such as Modeling, Texturing and UV mapping while working on environmental art assets.
* Gained experience with working in teams, regarding deadlines and giving and receiving critical feedback.

September 2015 – January 2016

**3D environment word-building**, Graduation, NHTV, Breda

* Worked on graduation project, duration 16 weeks full time.
* Developed artist skills such as research/sketching, white boxing, modelling, texturing, uv-ing and gaining experience with the Unreal Engine 4
* Gained experience with working on a pipeline, deadlines and incorporation of feedback received by leaders/supervisors.

August 2011 – January 2014

**3D/2D Asset Artist**, Gamelab, NHTV, Breda

* Worked in 5 projects, each with a duration of 14 days.
* Developed Artist Skills such as Modeling ,Texturing and UV mapping.
* Gained experience with time management and working with deadlines.

**Skills and Languages**

**Advanced Knowledge:** Documentation - 3D polygon modelling - 2D Texturing - Microsoft Office - Autodesk Maya - Adobe Photoshop - Unity 3D

**Basic Knowledge:** UE4. Autodesk Mudbox.

**Dutch**: Mother tongue.

**English**: Fluent verbal and writing.

**German**: Basic level of verbal, fluent understanding.

**Interests and activities**

**Movies**: watching and researching animation movies.

**Games**: RPGs and Adventure Games.

**Drawing**: like to practice drawing concepts for 3D assets.