

Lorenzo de Rijcke

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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.