

ALICE JOOREN

CHARACTER ARTIST - ILLUSTRATOR - 3D MODELER

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Skills

Concept Art

Illustration

3D Sculpting

3D Modeling

Texturing (hand painted)

Texturing (procedural)

Programs

Pixologic Zbrush

Unreal Engine 4

Autodesk Maya

Adobe Photoshop

Allegorithmic Substance Painter

Allegorithmic Substance Designer

Quixel Suite

Unity

Adobe Illustrator

Adobe Indesign

Adobe AfterEffects

Languages

Dutch

English

Interests

Reading

Fashion

Archery

EDUCATION

Laguna College of Art and Design, CA

August 2016 – January 2017 (Exchange)

Courses taken and final grades:

- *Character Design for Game – A*
- *Texture Painting – A+*
- *Creatures & Characters 2 – A+*
- *Digital Painting – A*
- *Art of Costume – B-*

NHTV University of Applied Sciences, Breda

August 2014 – 2018 (Projected)

Relevant coursework and student projects:

- *'The Apartment'*, a VR game about a private investigator on a stakeout in 1950s New York. My role is character artist.
- *'Soul Tether'*, a top-down 3d platformer. I was responsible for the concept art, character design, environment design and modelling, and environment texturing on this project.
- *'Crashtastrophe'*, a pinball-esque game about bumper cars. It won Best Game at the annual in-house IGAD awards. As part of a 2-man art team, I made the majority of art assets for this project.
- *'New Earth'*, a tower defense game on a spherical battlefield. I was responsible for the environment and one of 2 factions, and worked as art lead.
- *'Reversion'*, a third-person sci-fi shooter. I worked on the main character.

Extracurricular Activities:

- Global Game Jam 2014
- Ludum Dare 34 - project *'Exterminoids!'*
- 2015 Microsoft Imagine Cup
- Global Game Jam 2017 -project *'Concert Crackdown!'*

Willem de Kooning Academy of Art, Rotterdam

August 2010 – July 2012 (Illustration course)

OTHER

Primavera Pers

September 2013 – August 2014 (Internship)

- General graphical work, e.g. web design, book covers and layouts, illustration, photo editing, etc.