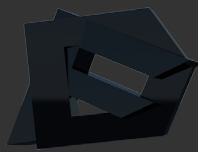


Martin de Graaf

Texture / Environment Artist



Heerenveen, Netherlands

Mobile: +31 (0) 6 3043 7455

E-mail: martin-de-graaf@online.nl

Portfolio: www.martindegraaf.com

Summary

- Passionate about 3D art and games.
- Proactive in learning new skills, workflows and software.
- Enjoy working in a team with passionate individuals.
- Got an eye for design and detail.
- Able to work with a deadline in mind.

Work Experience

3D Intern

Bigpixel Animationstudio

02/2015 - 07/2016

- Modeling and texturing of props, character animation and scene dressing.
- Compositing of shots, rendering, post editing and pipeline optimization.

Software & Skills

Software

Autodesk Maya
Autodesk 3Ds Max
Adobe Photoshop
Substance Designer
Substance Painter
ZBrush
Headus UV Layout
Adobe Premiere
Marmoset Toolbag
Unreal Engine 4

Skills

Working in a team
Creating PBR & Procedural Textures
Modeling
Texturing
Lighting
Rendering
Post 3D Editing
Scene Compositing

Education

2011-2016 Communication and Multimedia Design(Bachelor)
Noordelijke Hogeschool Leeuwarden, The Netherlands

Languages

Dutch: native language
English: full professional proficiency