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THE NETHERLANDS

About Me

Motivated 3D Character Artist, always looking to learn more. Every project is dedicated to something new I want to know. Passion for making concepts live through 3D. Interested in games, reading, fashion, cooking and art.

Character
Design

Character
Modelling

Prop
Modelling

Highpoly
Modelling

Lowpoly
Modelling

MARLEEN VIJGEN

3D CHARACTER
ARTIST

Work Experiences

Sep 2016
Aug 2017

Year Representation at HKU

I was responsible for all Games and Interaction peer reviews in Year 4. I also helped with organizing e.g. Open Days.

Jan 2017
Jul 2017

Admission Committee at HKU

Judging online portfolio's for BA Games and Interaction and doing admission interviews.

Feb 2016
Jul 2016

3D Artist Intern at ForceFieldVR

Worked on the VR Oculus game Landfall. I worked on designing environments and character/prop modelling.

Education

2017 - Present

MA Game Art and Design at University of Hertfordshire

Postgraduate Master of Arts with focus on project management, research and communication plus art specialization.

2013 - 2017

BA Game Design and Development at HKU

Bachelor of Science with a focus on level design and specialization in art

2007 - 2013

VWO Nature and Health at Lorentz Casimir Lyceum

Pre-University Education with a focus in mathematics, physics, chemistry, biology and arts.

Software

Autodesk Maya
TopoGun
Adobe Photoshop
Unity
Pixologic ZBrush
Substance Painter
Marvelous Designer
Marmoset Toolbag
Quixel Suite
Unreal Engine
xNormal

Skills

Highpoly Sculpting
Lowpoly Modelling
UV - Unwrapping
Texturing
Posing
(Environment) Designing

Social

facebook/marleen.vijgen
twitter/marleenvijgen
linkedin/marleen vijgen
artstation /marleen vijgen
sketchfab /enalrem
tumblr /mamaleen