

Terry Tanke

GAME ARTIST



Why hello there, nice to meet you! My name is Terry Tanke, and I currently attend the HKU games & interaction division. I'm constantly training myself in a broad spectrum of game art related content, mostly in a 3D setting. I love creating all kinds of different characters, environments & props in new and diverse styles.

EDUCATION

HKU Utrecht 2015/2019
Higher vocational, Game Art

MBO SintLucas 2007/2013
Intermediate vocational, Game art

EXPERIENCE

Internship at Xform nov 2012- jan 2013 NL
Made assets for web and mobile games

Internship at GameHouse aug 2012- nov 2012 NL
Made assets for mobile game

Internship at BlewScreen jan 2012- jun 2012 NL
Made assets for web and mobile games

SKILLS

Adobe Photoshop	★ ★ ★ ★ ★
Autodesk Maya	★ ★ ★ ★ ★
3D's Max	★ ★ ★ ★ ★
ZBrush	★ ★ ★ ★ ★
Substance Painter	★ ★ ★ ★ ★
Substance Designer	★ ★ ★ ★ ★
Unreal Engine	★ ★ ★ ★ ★
Unity	★ ★ ★ ★ ★

LANGUAGES

Dutch	★ ★ ★ ★ ★
English	★ ★ ★ ★ ★

CONTACT

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