

STIJN WINDIG

Date of birth: 16 juni 1974
Place of birth: Haarlem
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SUMMARY

Enthusiastic, driven 3D / Concept artist with a background in traditional media. Graduated at the Royal Academy of Arts in the Hague majoring in Fine Arts. Afterwards gained a Master degree at the Academy of Arts in Utrecht on the subject of Image and Media Technology.
15+ years of experience in 3D animation and digital content creation.

My goal is to continually improve as an artist, and push myself and others around me to create beautiful things.

I am available for freelance opportunities, contract work, and full time employment.

WORK EXPERIENCE

I'm currently a full time freelance visual development and animation artist. I work on pitches, card games, commercials, feature animation and film, VR, video games and books.

2013-now	Freelance independent animation and concept artist
2013-2016	Teacher 3D animation at HKU Art academy.
2012-2013	Senior Artist/ project leader / concept artist at NMTrix Animation Studios
2001-2011	Founder / Lead Artist Lemonade Animation
1999-2001	Animator and graphics artist at IJsfontein Interactive

EDUCATION

1996-1999	Academy of Arts in Utrecht, Image and Media Technology, Master degree in Interactive Media
1992-1996	Royal Academy of Arts in the Hague, majoring in Fine Arts
1986-1992	VWO / Montessori Lycaemum Amsterdam

SKILLS

- 2D / 3D concept art / visual development
- Illustration
- 3D modeling
- 3D character animation
- Shading /lighting
- Compositing
- Storyboarding
- Motion Design
- Direction
- Project Management

ONLINE:

<https://www.stijnwindig.com>

<https://nl.linkedin.com/in/stijnwindig>

<https://www.artstation.com/artist/stijn>

SOFTWARE

MAYA ZBRUSH MODO PHOTOSHOP PROCREATE
SUBSTANCE PAINTER AFTER EFFECTS BLACKMAGIC FUSION

CONCEPT ART / ILLUSTRATION

2017/2018: Concept art for Mind My Gap: feature film directed by Rosto AD.
2017/2018: Concept art and game art for BRUUT: mobile strategy game.
2017/2018: Concept art for BATAVIA: international film production.
2017: 2 illustrations for Bos productions: theatre group.
2017: Concept art and visual development for 'Octavus': 3D projected feature.
2017: Artwork for TINKER: drawings of Viking gods used in museum.
2017: THE CLEANER: poster for horror movie produced by Jan Doense/ House of Netherhorror.
2017: THE ABDUCTEE: poster for horror movie directed by Nick Jongerius.
2017: MIND MY GAP: Concept art for Feature film, directed by Rosto AD.
2016: STORM: styleframe concepts for feature film, client: PlanetFX.
2016: Olivers Travels: Beatboard for feature film, client: Zoho studios.

ANIMATED SHORTS DIRECTION AND PRODUCTION

2016 **Dead Wrong**
Short animated film, co-funded by the Dutch film fund, produced by Richard Valk Productions.

2013 **Leader Klik! Amsterdam Animation Festival**

2011 **Jacob's Lament**
short 3D animation coöperation with illustrator Ian Miller, personal production shown at several festivals

2010 **Night of the living Chocolate**
3D stereoscopic film by order of Roshen, shown at several festivals

2005 **A Monkeys 's heart**
Complete production from storyboard to film, shown on television and several festivals. Produced by Fantavision

2003 **Tinny Tom and the Magic Box**
Short film by order of Beerens & van Dijk

2001 **Robots.** Short film, co-financed by VPRO television. Shown on TV and festivals.
Short film by order of VPRO television, shown at several festivals

SERIES / TVC

2013: "Tumbles": Direction of the NMTRIX animation team for animated children's series, produced by Il Luster productions by order of the KRO tv channel.

2012 Commercial and tagons for "Krasloten" by order of ALFRED Agency

2009 Tagon for commercial M&M's by order of FHV

2009 TV Commercial for Lays, Character Animation by order of FHV

2007 TV Commercial for Bavaria, Russian Market

2006 2 TV commercials for G4, an American TV station by order of One Size, 3d and compositing

MOTION DESIGN / VISUAL DEVELOPMENT / VFX / MISC.

2017/2018: short 3D film for Rhys Murphy: Jimmy Havoc 3D wrestling figurine.

2017: 5 vfx shots for Klokhuis: Dutch tv programme.

2016 360 degree VR painting for Swedish historical exposition, produced by Daniel Dugour.

2015 Storyboard and consultancy for 'Free bird', 30 min. animated show by order of Corrino productions.

2015 Production and development ADE music festival campaign design

2010 Leader for Asian Film Festival, by order of Asian Film Festival

2009 4 Augmented Reality advertisements for MTS, by order of J.Walter Thompson agency

2009 Miscellaneous moodfilms/ motion graphics for MTS, Russian telecombusiness, by order of JWT

- 2007 Stereoscopic 3D animation film about the evolution of Twente, by order of Museumstudio
- 2007 Design poster, map and website graphics for Mysteryland festival, by order of ID&T
- 2006 Introfilm and posters for Inqontroll event of Qdance
- 2006 Introfilm for Sony PSP – videogame Stateshift by order of Engine Games
- 2006 2 short 3D animation films by order of Bavaria, whole production from concept to film
- 2005 Design of TMF Awards 2005, by order of TMF, Leader, bumpers, wipes and promo's and extracted commercials

PUBLICATIONS

- 2012 Featured in Expose 10, artbook by Ballistic Publishing
- 2012 Jacob's Lament playing at NFF, HAFF, KLIK!, Interfilm Berlin, Festival International des Tres Courts and featured in TRIBE magazine
- 2001 'Robots' Featured full spread in 3D Total magazine.

