

SIMON VAN DEN BROEK

3D ARTIST

INFO

ADDRESS

Curacaoplein 1, Hoogvliet,
3193LK, Netherlands

PHONE

+31636467570

EMAIL

broekvandensimon@gmail.com

DATE / PLACE OF BIRTH

17-09-1991
Hoogvliet

NATIONALITY

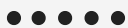
Dutch

LINKS

www.simonvandenbroek.com

SKILLS

Zbrush



Photoshop



Maya



World Machine



Substance Painter



Substance Designer



Nuke



Fusion 360



Vray



HOBBIES

PROFILE

My involvement on projects is a rotation of numerous roles from 3D/2D concept artist, Modeller/Sculptor, animator, creative director for very small teams and world building.

During my education I originally gained recognition for my involvements in short CG animations as I aimed for feature film quality in a extremely short production cycles.

At the Office I am largely responsible for the development of workflows that allow for a large quantity of production models, produced by a small amount of artists.

I constantly polish our methods of asset creation from both a designer's perspective as a production artist's.

- I primarily use Zbrush, 3D coat and Photoshop for concept-design creation.
- Maya/Blender in combination with Fusion 360 for high quality and precise production modelling aimed at Rendering, Realtime applications and 3D printing solutions.
- Worldmachine for the creation of High resolution alpha maps that can be used within Zbrush, Unreal and Substance software collection.
- Substance Designer and Painter for the creation of high-resolution texture maps.
- Nuke, Natron and After effects for the compositing of 3D rendered content.

EMPLOYMENT HISTORY

Virtual Reality Artist / Designer, Enliven media

Arnhem

Feb 2018 – Feb 2019

- Concept and Experience Designer
- 3D Asset and Environment design and Creation
- Ensure standard of art assets
- Shader / material creation
- Lighting

Photography, Travelling,
Video-Games, Film
Making

LANGUAGES

English



Dutch



3D Production and Pre-production Artist, Mecha Mania

Nijmegen

Feb 2016 – Feb 2018

- Concept design
- MattePainting and Content Creation for promotional purposes
- Integration of assets into game engine
- Ensure technical standard of art assets
- Shader / material creation
- Lighting
- Terrain modeling & texturing
- Placement of assets in the game world

EDUCATION

NHTV, International Game Architecture and Design

Breda

Sep 2010 – May 2016

At this university I was trained to produce professional-standard 3d digital content, targeted at the modern film and video game industry. As a student I was expected to be involved in every stage of the production from concept to development.

I graduated cum laude and have very fond memories of my time here.

INTERSHIPS

Internship Concept Art, Mechamania

Nijmegen

Sep 2015 – Feb 2016

I was responsible for Designing Assets and the geology of the world

REFERENCES

Cor Jansen from Mechamania

Cor@mechamania.nl