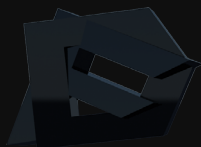


# Martin de Graaf

Texture Artist



Vila Real de Santo António, Portugal  
E-mail: martin-de-graaf@online.nl  
Portfolio: [www.martindegraaf.com](http://www.martindegraaf.com)

## SUMMARY

- Passionate about texture and material creation
- 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 AND SKILLS

### Software

Autodesk Maya  
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