

Xandra van Antwerpen

3D Environment Artist

Software Skills

Maya, Zbrush, Substance Designer/Painter, Adobe Suite, Unreal Engine, Unity, Custom Engines, Marmoset Toolbag, Perforce, Jira

Technical Skills

Modeling, Sculpting, Texturing (PBR+Handpainted), Lighting, Set Dressing, Level Design/Art

Contact

Portfolio

www.xandravanantwerpen.com

E-Mail

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Phone Number

+44 7828 628593

Work Experience

Level Artist + Creative Director @ Team Cobblestone

September 2018 - July 2019

Breda, The Netherlands

Released Project: Bone Voyage

- Overall Game Direction
- 3D Prop Creation
- Set Dressing
- Level Design

Achievements:

- Game Bakery Award - Best Student game (2020)
- IndigoX Award (2019)
- BUAS - Best Art (2019)

2D Artist @ Watermelon Games

January 2013 - August 2014

Skovde, Sweden

- 2D Prop creation
- Visual Development
- Concept art
- Marketing Art

Game Artist @ Microsoft Game Camp

April 2014 - August 2014

Skovde, Sweden

- 2D Asset creation
- Background Art
- UI Art
- Concept art

Game Art Intern @ Hogskolan i Skovde

January 2013 - July 2013

Skovde, Sweden

Released Projects: Elin's Mysterium + The Donna Project

- UI Art
- Background Art
- 2D Asset Creation
- Graphic Design

Education

Bachelor in 3D Visual Art @ Breda University of Applied Sciences

September 2016 - July 2020

Breda, The Netherlands

Graduated with Honors/Cum Laude

Mentorship in Substance Designer @ The Mentor Coalition

August 2019

Remote

Associate degree in Media Design @ Zoomvliet College

September 2009 - July 2013

Breda, The Netherlands