



ALEXANDER LAHEIJ

ENVIRONMENT ARTIST
GAME DEVELOPER

I'm an Environment Artist, driven to be the best at all tools & processes to create outstanding worlds!

Born: 18-06-1990, Boxmeer, Netherlands.

Interests + Hobby: Game Development, Drawing, SciFi-Movies, New Tech, Games!

CONTACT

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Etten-Leur,

Netherlands

www.alexanderlaheij.com

SKILLS

- Hardsurface Modeling Maya
- Texturing w. Substance Painter & Designer
- Baking high to low process + Marmoset Toolbag
- World building UE4 & Unity + Visual Scripting Basics to make Procedural Art
- Adobe Photoshop
- Zbrush
- Quixel Suite
- Dutch / English
- Office & Adobe Programs

WORK EXPERIENCE

3D modeler / Environment Artist, StickyLock

June 2020 – January 2021 – Etten-Leur, Netherlands

- Creating environment assets (3d models) for a game

Video Montage, RN7

January 2011 – July 2011 – Nijmegen, Netherlands

- Created and edited movies mainly for news

Web Design, WiWi Websolutions

January 2010 – July 2010 – Nijmegen, Netherlands

- Web designer (Photoshop / Illustrator)

Web Design, Equint B.V.

September 2007 – January 2008 – Arnhem, Netherlands

- Web designer (Photoshop / Illustrator)

EDUCATION

BUAS, Breda University of Applied Sciences – Bachelor Game Architecture & Design

September 2011 – June 2020 – Breda, Netherlands

- Hardsurface Modeling, Maya (including UV-mapping)
- PBR Texturing
- Game Design in Theory and Practice
- World Building / Level Design
- Drawing, Fundamentals
- C++ programming, Basic Fundamentals
- Visual Scripting in Maya (Custom Buttons to speed up model workflow)
- Every semester I worked on a new non-commercial study game, with teams varying from about 6 to 12 people, Monday till Friday.
- Worked on various solo projects for a few years, improving and learning new skills:
 - Improved modeling skills in Maya,
 - Learned to texture with Substance Designer and (mostly with) Painter,
 - Expimented with Zbrush,
 - Learned to program in UE4 for procedural art and various prototype scripts!
 - Learned to understand my strengths and weaknesses from which I gained a better work ethic and a clear direction on the goals I want to pursuit in life!

Environment Artist, Dance with The Angels for Tokyo Games Show

Study: September 2015 – July 2016 – Breda, Netherlands – *Jet-Leg*

- Concept Art (Photoshop)
- 3D modeling (Maya) and texturing props
- UE4, Visual Scripting: Created a system to easily create / adapt building signs
- VFX: Explosions, Special-Abilities, Environment Effects
- Game earned title: Most promising Indie Game (@Tokyo Game Show)

GAME JAMS

- GMTK Weekend Game Jam: (2020), Dad's Chainsaw, Platform – dodge game. 4 people.
- Global Game Jam (2019), Crab Game, 3rd (student) price best game!
- Epic Mega Jam (2019): YoYo Platformer Game
- VR Game Jam (2016): Simple Bird VR Game

ROC, Media Design

September 2007 – July 2011 – Nijmegen, Netherlands

- Video Editor
- Animation
- Web Design
- Graphic Design
- Art & Design