

Emiel Slegers

3d Artist Resume

KNOWLEDGE OF

High to low poly modeling.
Texturing.
Sculpting.
Rendering.

PROGRAM KNOWLEDGE

Maya3d.
3ds max.
Photoshop.
Marmoset Toolbag.
Zbrush.
Substance Designer
Substance Painter
Xnormal

ENGINES KNOWLEDGE

Unity3d
Cryengine3
UnrealEngine4
Snowdrop

PERSONAL SKILLS

Good communication.
Quick learner.
Multitasking.
Hard worker.
Team player.
Passionate About my job.

PERSONAL DETAILS

Emiel Slegers
United Kingdom
emielslegers@hotmail.com

CAREER OBJECTIVE

My objective is to grow within the industry and to become a better artist and person.
I love to learn new techniques and I am always Trying to improve myself.
And that is what I will keep trying to do.

SKILLS AQUIRED.

- Modeling and sculpting of organic and hard surface.
- Clear understanding of shapes and colors.
- Good at working in a team.
- Creating realistic textures.
- Proper UV mapping
- Good eye for detail

KEY COMPETENCIES

- Good at keeping deadlines.
- Working fast, clean and efficient.
- Able to solve problems by myself.
- Strong self-motivation.
- Clear at communicating with other people.

WORK EXPERIENCE

- Junior environment artist at Ubisoft Reflections.
- Environment artist at Playground Games LTD
- Author at 3dmotive.com.
- Writer - Publish a book called Project Ami

PUBLISHED TITLES:

Forza Horizon 3 (2016)

ACCOMPLISHMENTS:

Interview at allegorithmic.com:

<https://goo.gl/N7H0IX>

Interview at 80.lv:

<https://goo.gl/U4PTBm>

HOBBIES & INTERESTS

My hobby is my work. I enjoy to model/texture and when I'm not doing that I enjoy to play a game, watch a good movie or do some photography.
I have a great passion for digital art so I always love to look at artwork online when I have some free time.