

ANTHONIE VAN DER HEUL

www.andonaki-productions.com

Character/Environment modeling/texturing/lighting Artist

OBJECTIVE

To improve my creative and technical skills in a professional environment as a member of a team next to producing the best work I can for my employers.

QUALIFICATIONS

- Quick learner
- Artistic eye for detail
- Very determined and motivated worker
- A Great Team Player

SKILLSET

- 3D modeling, low and highpolygon
- Environmental Design/ Modeling/ Animation
- Character Design/ Modeling / Animation
- Texture Mapping and Creation
- Bone/Biped Rigging
- Lighting Effects
- camera work
- concept art creation

TECHNICAL SKILLS

- Autodesk 3D studio Max
- Adobe Photoshop / ImageReady
- Autodesk Maya
- Pixologic Zbrush
- Adobe After Effects (intermediate)
- Adobe Premiere

- Maxon Podypaint
- Skymatter Mudbox
- basic knowledge about flash / C++

PROFESSIONAL CAREER EXPERIENCE:

- **Coded Illusions gamestudio** July 2006 – June 2008
Game: an Xbox 360 adventure (name not released yet)
Position Held: 3D Modeling, Texturing

EDUCATION

2004-2008: Gamedesign and Development || Utrecht school of Arts
2002-2004: Higher General Secondary Education

SELECTED AWARDS AND HONORS

-Utrecht school of Arts || Best model reward, 2005

KNOWLEDGE OF LANGUAGES

Mother language

- Dutch (speak + write)

Other languages

- Greek (speak)
- German (speak + write)
- English (speak + write)

INTERESTS

- 3D computer graphics
- Digital Painting
- Concept Drawing
- Movies