

Nina van Geleuken 3D Artist

Amsterdam
August 12, 1986
nina@myhighness.com

Software Experience

Proficient with

- Autodesk Maya
- Adobe Photoshop
- Adobe Premiere
- Eyeon Fusion

Experience

- Autodesk 3ds Max
- Quest 3D

Limited Experience

- Scripting (CSS, HTML, AS3, MEL)
- Zbrush and Mudbox
- Unity / Hammer

Willing and able to learn new software/techniques when needed

Specialties

- Modeling, mapping and texturing hard surface models
- Diffuse, Normal, Ambient Occlusion and Specular Maps

Work Experience

2008 May - 2010 October

3d Artist at Ivory Lake, Leiden
Modelling, texturing and exporting models for an offshore ship simulator

2008 February - April

Intern at Valkieser Capital Images, Amsterdam
Modelling, texturing, animation and Visual Effects for commercials

2007 December - 2008 March

Freelance work for Studio Smack, Breda
Short animation for advertisement
Modelled and textured 4 dino -chicken like animals, which had to morph into each other

2006 May

Intern at AnimationWorld, Rotterdam
Setting up a pipeline in Mirage for creating a Feature Film

Education

2003 - 2007

Art Academy, St. Joost, Breda
Bachelor of Design

1998 - 2003

Scholengemeenschap St. Ursula, Horn
HAVO, graduated

Interests

Animation 2d/3d, film, (indie)games, books, music, art, photography, technology, gunpla, embroidery

