Jeen Visser

Tech Artist

Loyal, driven, flexible, proactive, creative, thinking in solutions.

EXPERIENCE

<u>2018 - Present</u>
VR Owl
3D Tech Artist
Same tasks as 3d Artist but with the additional role of being the bridge between the art and development departments.

<u>2016 - 2018</u>
VR Owl
3D Artist
Creating 3D Models for Virtual Reality (VR), Augmented Reality (AR) and more.

<u>2015 - 2018</u>
Four Nomads
Lead Artist and Founder,
Worked on Survive & Thrive.

<u>2014 - 2016</u>
Student Assistant HKU
Unity C# and other Unity related items
Assisting teacher in classes.

<u>2014 - 2015</u>
HKU Studiolab
Intern 3D Artist and Tech Artist.
Creating procedural generation systems.

<u>2011 - 2012</u>
Basegames
3D Artist and Animator.
Developing a mobile app game.

<u>2011 Februari - 2011 Juli</u>
Digifit
Intern 3D Artist and Animator.
Creating over 250 animations.

SKILLS

	Cinema 4d	Modelling, Rigging, Animating, Uv-Mapping,
	Maya	Modelling
	3ds Max	Modelling, Basic Rigging
	Simplygon	Lowering of topology from models.
	Reality Capture	Photogrammetry
	Unity	Software Usage, Particle systems, Shadergraph
	Speedtree (Game edition)	Fast creating of tree's
	C#	Tech Art level of programming
	Shader Forge	Shaders
	Keyshot	Rendering
	Adobe Photoshop	Basic software usade
	Adobe Illustrator	Flat design, Basic UI design
	Adobe After Effects	Editing and compossing
	Scrum	Scrum usage & leading,

REFERENCES

On Request

ABOUT ME

I am Jeen Visser,
a 3D Artist from the Netherlands,
specialised in 3D Tech Art.

Growth is one of my main priorities. As an artist I always try to be growing in my skills and craft or technique and speed. The 3D workfield is always changing so it is important for me to react to those changes.

I see myself as an artist, who tries to experiment with new ways to create models and artwork. Trying out new software programmes or new techniques to make my production pipeline work faster or to get better results.

BACKSTORY

As a young child I used to create games out of the board and card games we had. A good example was the "Pokemon" game my brother and I created out of Pokemon trading cards, and 3 boardgames.

When I got older I changed my tracks a bit. Instead of throwing board and card games together I started to make them myself. Game design became more important now I was able to make my own card and board games. Starting to designing games around my tenth or eleventh birthday. Around this time I became more and more enthusiastic about designing board and card games.
This resulted in me designing card, board and computer games by the day. The designing process became a hobby instead of a necessity. A good example is the computer games I thought of as a kid. Surely they all weren't fabulous or rather good and I wasn't able to make those games because of the scopes. But I was designing, designing and designing. Training myself in the process.

EDUCATION

<u>2012 - 2016</u>
BAT Science
HKU Games & Interaction

<u>2008 - 2012</u>
MBO
MA Game Art

<u>2004 - 2008</u>
VMBO-T - Economy & 2 additional exam subjects
Huizermaat

LANGUAGES

Dutch (native)
English

CONTACT

Parklaan 145, 4102 ED
Culemborg, The Netherlands

Telephone number
+31 6 43253394

Email address
Jeenvis@hotmail.com

Instagram
Instagram.com/je_vi_assets/

Sketchfab
sketchfab.com/je-vi

LinkedIn
www.linkedin.com/in/jeen-visser