

Vincent Vangeel

Freelance 3D artist

Info:

- Full name: Vincent Vangeel
- Born: 05 januari 1993
- Nationality: Belgian

Contact info:

- Address: Bekkevoort, Vlaams-Brabant (Belgium)
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- Phone nr: +32 494 49 62 48

Goal:

- My goal is to learn new skills and improve my existing skill base, meet inspiring people and to work on projects that inspire others.

Education:

- Digital arts and entertainment (Major game graphics production) 2011 - 2014
<http://www.digitalartsandentertainment.be>

Employment experience:

- Freelance 3D artist, September 2015 - current
www.vincentvangeel.be
Worked on: Hunting Simulator, NDA projects
- Neopica (2D/3D artist), September 2014 - Oktober 2015
<http://neopica.com/>
Contact person: Peter Vermeulen
Worked on: Astérix Le domaine des dieux, I love my Cats/Dogs, I love my Pony
- LuGus Studios (2D/3d artist internship), February 2014 - June 2014
<http://www.lugus-studios.be/>
Contact person: Kevin Haelterman
Worked on: Iron age village Asset pack, Fractured Realm, Super Gerrit, Planet Pinball

Languages:

- Dutch ★★★★★
- English ★★★★★
- French ★
- German ★

Hobbies:

- 3D printing
- Virtual reality
- Gaming

Program knowledge:

- 3DsMax ★★★★★
- Maya ★★★★★
- Photoshop ★★★★★
- Unity ★★★★★
- Unreal 4 ★★★★★
- Zbrush ★★★★★
- SpeedTree ★★★★★
- After effect ★★
- Premier ★★
- Subst. Painter ★★★★★
- Subst. Designer ★★
- World Machine ★★★★★
- Marv. Designer ★

Skills:

- Modeling ★★★★★
- Sculpting ★★★★★
- Unwrapping ★★★★★
- Texturing ★★★★★
- Shaders/ Lighting ★★★
- PBR ★★★★★
- Animation ★★★★★
- C++/C# ★
- Scripting ★★
- Rigging ★★
- Skinning ★★★★★
- UI/HUD ★★★★★
- Level design ★★★★★
- Html ★★