

## **Nina van Geleuken 3D Artist**

Amsterdam  
August 12, 1986  
nina@myhighness.com

### **Software Experience**

#### **Proficient with**

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

#### **Experience**

- Autodesk 3ds Max
- Quest 3D
- Eclipse

#### **Limited Experience**

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

Eager to learn new software/techniques

### **Work Experience**

2010 December - Current

Register and information desk employee at MediaMarkt Amsterdam Arena

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**

Currently: Learning Java in spare time

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, embroidery, travelling, motor bikes