

Eva Vermeulen- 3D Designer

Eva Vermeulen
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date of birth - 31-05-1989
nationality - Dutch / Australian
languages - Dutch / English

Work Experience

2021 - current	3D Designer / realtime artist at Dogstudio-Dept (NL) https://dogstudio.co/
2019 - 2021	3D artist / realtime artist at Resn Europe Limited (NL) https://resn.co.nz/
2018 - 2019	3D artist / realtime artist at Virtual Immersive (AUS) https://www.virtualimmersive.com.au/
2018	environment artist at Lamplight Studios LTD (AUS) http://lamplightforest.com/
2018	3D artist / realtime artist at Spectre Studios (AUS) https://www.spectrestudios.com.au/
2017 -2018	3D artist / realtime at Start Beyond (AUS) https://www.startbeyond.co/
2017	teacher assistant at the Academy of Interactive Entertainment (AUS) https://aie.edu.au/
2017	junior 3D artist at S1T2 (AUS) https://www.s1t2.com.au/
2016	prop maker at Sydney Props (AUS) https://www.sydneyprops.com.au/
2014	prop maker & costume designer at Studio Nepco (NL) http://nepco.nl/
2013 -2014	design intern at Studio Nepco (NL) http://nepco.nl/
2013	set designer for Cookachoo (NL) http://www.cookachoo.com/
2013	showroom designer for Jacob Kok (NL) https://cargocollective.com/jacobkok
2013	stage design assistant for Bouillabaisse (NL) http://bouillabaisse.nl/
2012	assistant art director & scout for Queer Amsterdam (NL) https://www.queeramsterdam.org/
2011	design intern at Lucy McRae (NL) https://www.lucymcrae.net/

Summary of skills



3D Software

Maya
Blender
Zbrush
Agisoft
R3DS
XNormal
Substance Painter
Substance Designer
Redshift
Octane
Unreal Engine
Unity
Adobe Photoshop
Adobe InDesign
Adobe After Effects
Adobe Premiere Pro

3D Skills

modeling
sculpting
optimisation
uv-unwrapping
photogrammetry
baking
(facial) rigging
animation
texturing PBR / handpainted
lighting
materials
rendering
environment art
character art
game engine (AR / VR / XR) experience
Web GL experience

Product Design Skills

concept / story development
styleguide / art bible creation
metalwork
woodwork
ceramics
textiles
special effects makeup
video editing
2D art

Exhibitions

Fashion Clash (NL) 2014
Dutch Design Week (NL) 2012
Graduationshow Design Academy Eindhoven (NL) 2011
Open Atelier Route (NL) 2011
Salone del Mobile (IT) 2009

Publications

"Dwindels", Vogue Italia 2014
"Floats", various local newspapers 2011

Education

2017

certificate IV in training and assesment
AIE Sydney Campus (AUS)

2015-2016

advanced diploma in game art and animation
AIE Sydney Campus (AUS)

2007-2011

bachelor of design
Design Academy Eindhoven (NL)

2001-2007

higher level highschool
GSG Leo Vroman Gouda (NL)

Volunteering Experience

2012-2014

community kitchen and bar work
Vrankrijk (NL)

2011

community kitchen and bar work
Schijnheilig (NL)

2010

event organisation
Design Academy Eindhoven (NL)

2009-2010

schoolpaper
GsG Leo Vroman (NL)

References

Matthijs Horsman
Resn Europe Limited (NL)
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Rick Pearce
Spectre Studios (AUS)
0406759767
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Andrew Lodge
Virtual Immersive (AUS)
040207177
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Isabella Povolny
Start Beyond (AUS)
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