

Eva Vermeulen

Senior 3D Designer / Generalist

Netherlands / Open to international opportunities

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01 PROFILE

Senior 3D Designer / Generalist with an international background in design, digital production and immersive experiences. My work spans 3D design, modelling, texturing, lighting, rendering, animation, motion and real-time production, with a background in product design and practical making.

I enjoy projects that combine strong visual ideas with technical problem-solving, and have worked across interactive experiences, film, AR/VR, digital campaigns and brand work. In recent years I have integrated generative AI and emerging technologies into my 3D practice, using them for concept development, visual exploration and production workflows.

Alongside hands-on production, I have experience developing workflows, estimating work, documenting processes, presenting ideas and supporting junior artists.

02 EXPERIENCE

- 2021-26

Senior 3D Designer / Generalist

Dogstudio / DEPT / Amsterdam, Netherlands

International digital and interactive projects combining 3D production, visual development and technical problem-solving. Worked from early concepts and look development through modelling, texturing, lighting, rendering, motion and final delivery; independently and within multidisciplinary teams.
- 2019-21

3D Artist

Resn / Amsterdam, Netherlands

3D design and production for interactive and digital experiences, including modelling, texturing, animation, lighting, rendering and real-time assets.
- 2017-19

3D Artist

Various studios / Sydney, Australia

Worked with Zebrar, Lamplight Studios, Fenix Studios, Start Beyond and S1T2 across VR, AR, film, interactive installations and real-time experiences.
- 2011-16

Designer & Prop Maker

Various studios / Netherlands & Australia

Background in product design, set design, props and physical making, with hands-on experience in fabrication, materials and visual presentation before moving primarily into digital 3D.

Selected work

EVA VERMEULEN

SENIOR 3D DESIGNER / GENERALIST

Selected award-winning and internationally recognised digital work.

Hall of Zero Limits

Marvel x Sprite / Dogstudio / DEPT

Immersive web experience inspired by Black Panther: Wakanda Forever. Major creative ownership across visual development and 3D production, with much of the project executed independently.

Panasonic

Panasonic / Dogstudio / DEPT

Creative direction and end-to-end 3D production across modelling, look development, materials, lighting and final imagery, with much of the project produced independently.

Making Maisel Marvelous

Amazon / Resn

Immersive 3D experience exploring the creative process behind The Marvelous Mrs. Maisel. A visual challenge built around a highly stylised 2.5D world and interactive storytelling.

Nikon

Nikon / Dogstudio / DEPT

High-end 3D product visuals focused on materials, lighting, motion and cinematic presentation.

Pride & Seek

Dogstudio / DEPT

Interactive web game blending AI-driven creativity with a celebration of inclusivity. Originated the project concept and played a central role in its creative vision and production.

Photon

Exein / Dogstudio / DEPT

3D visuals shaping the visual language for Exein Photon across web and brand applications, combining creative research, motion, lighting and high-end imagery.

03 EXPERTISE

CORE SOFTWARE	3D CRAFT	DESIGN	AI / EMERGING	LEAD / PRODUCTION
Maya	Modelling	Visual Development	Midjourney	Workflow Development
ZBrush	Sculpting	Concept Development	Magnific	Documentation
Substance Painter	Texturing	Composition	Flora & Fauna	Time Estimation
Octane	Materials	Colour	Mesny 3D AI	Mentoring
Unreal Engine	Lighting	Art Direction	Gaussian Splatting	Presentations
Blender	Rendering	Visual Storytelling	AI image workflows	Creative Research
Photoshop	Rigging		Generative concepts	
After Effects	Animation			
Premiere Pro	Motion			

SELECTED RECOGNITION

Awwwards Site of the Day x5 / Developer Site x4 / Site of the Month

FWA Site of the Day x2

RELEASED ON STEAM Nekrotronic VR / Awake: Episode One

EDUCATION

2017 Certificate IV Training & Assessment - AIE, Sydney

2015-16 Advanced Diploma Game Art & Animation - AIE, Sydney

2007-11 Bachelor of Design - DAE, Eindhoven