

Eva Vermeulen- 3D Designer

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

Work Experience

[view projects on my website](#)

2021 - current	3D Designer 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 (AU) https://www.virtualimmersive.com.au/
2018	environment artist at Lamplight Studios LTD (AU) http://lamplightforest.com/
2018	3D artist / realtime artist at Spectre Studios (AU) https://www.spectrestudios.com.au/
2017 -2018	3D artist / realtime at Start Beyond (AU) https://www.startbeyond.co/
2017	teacher assistant at the Academy of Interactive Entertainment (AU) https://aie.edu.au/
2017	junior 3D artist at S1T2 (AU) https://www.s1t2.com.au/
2016	prop maker at Sydney Props (AU) 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)
Web GL

AI Skills

Midjourney
Stable Diffusion
Dall-E
Ebsynth
Move AI
D-ID
Chat GPT
RunwayGen1
Skybox AI

Lead Skills

documenting and developing workflow
guiding interns and juniors
planning
interviews

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

Project Awards

Awwwards - Site Of The Day x4
FWA - Site Of The Day x5
FWA - Site of The Month x2
Awwwards - Developer Site
Awwwards - Developer awards

Publications

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

Projects on Steam

Nekrotronic VR
Awake: Episode one

Education

2017	certificate IV in training and assesment <i>AIE Sydney Campus (AU)</i>
2015-2016	advanced diploma in game art and animation <i>AIE Sydney Campus (AU)</i>
2007-2011	bachelor of design <i>Design Academy Eindhoven (NL)</i>
2001-2007	higher level highschool <i>GSG Leo Vroman Gouda (NL)</i>

Volunteering Experience

2012-2014	community kitchen and bar work <i>Vrankrijk (NL)</i>
2011	community kitchen and bar work <i>Schijnheilig (NL)</i>
2010	event organisation <i>Design Academy Eindhoven (NL)</i>
2009-2010	schoolpaper <i>GsG Leo Vroman (NL)</i>

References

Matthijs Horsman
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Rick Pearce
Spectre Studios (AUS)
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Andrew Lodge
Virtual Immersive (AUS)
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Start Beyond (AUS)
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