Camille Scholtz

Curriculum Vitae

2D & 3D artist

▬▬ Education

2012–Present Game Artist @ Grafisch Lyceum Utrecht.

▬▬ Experience

2013 **Multiple collages**, Dutch Police Force.
Made two big collages for the Dutch police force offices. You can find a picture of it on my portfolio.

2013 **2D illustration commissions**, For a crowd-funding project..

▬▬ Tools

2D Photoshop, Illustrator, GIMP, Krita.

3D Maya, 3DS Max, Unity, zBrush.

▬▬ Skills

2D Character design, scenery design, illustrations, game assets.

3D Low poly modeling, high poly modeling, texturing, high to low poly baking.

Languages HTHM, CSS.

OS Linux, Windows, OSX.

▬▬ Languages

Dutch **Mother tongue**

English **intermediate | advanced**

▬▬ Interests

- Drawing
- Ice skating
- Customizing interfaces
- Creating websites
- Watching documentaries

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