Camille Scholtz

Resume

2D & 3D artist

Education

2012–Present	**Game Artist**, Grafisch Lyceum Utrecht.

Experience

2014-2015	**3D Artist**, Monkeybizniz (internship).
	Made 3D models and renders for various project.
2013-2014	**3D Artist**, Meet Norm (internship).
	Made a game with a group of studenst for Two Steps Ahead
2013	**Multiple collages**, Dutch Police Force.
	Made two big collages for the in the new Dutch police force offices
2013	**2D illustration commissions**, For a crowd-funding project.

Skills

3D	Low-poly modeling, high-poly modeling, texturing, high- to low-poly baking.
2D	Character design, scenery design, illustrations, game asset, pixel-art.
Programming	html, css, javascript, jquery, bash.

Tools & Operating systems

Basic	Adobe After Effect, Adobe Illustrator, Adobe Indesign.
Intermediate	Autodesk Mudbox, MODO, OS X, zBrush.
Advanced	Adobe Photoshop, Autodesk 3DS Max, Blender, GNU/Linux, Unity, Windows.

Languages

Dutch	**Mothertongue**	
English	**Intermediate / Advanced**	*Heavy accent*

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