# MYRTHE VAN WINKEL



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**LINKED IN: MYRTHE VAN WINKEL** 

## **SKILLS**

I focus on Rigging and Animation, but I also have experience in Modeling, Texturing and design.











## COMMUNICATION

I worked am used to working in multidisciplinary teams. With a size varying from just 4 to almost 20 people.

The planning was often done using the scrum method.







## LANGUAGES

Dutch (Fluent) English(Fluent)

#### **EDUCATION**

# NHTV, BREDA UNIVERSITY OF APPLIED SCIENCES **BREDA | 2015 - NOW**

I am currently a 3th-year visual arts student.

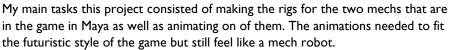
# **MENCIA LYCEUM | BREDA | 2009 - 2015**

VWO - NT profile

# RECENT PROJECTS

#### **RAGNAROK**

- 2017-2018
- Rigging and Animation Ragnarok is a turn-based tactical RPG. The game takes place on an alien planet where you must guide your team of Mech warriors to victory by defeating the opposition or capturing their base.
- Experiences:



## **ABDUCTED**

- Global Game Jam 2018
- Rigging, Animation and Prop modeling.

A game inspired by the theme: Transmission. In abDUCKted, you mind control a duck through transmission towers to guide him through the level.

**Experiences:** 



I worked on making the little environment of the game and rigged the two characters, a duck and a little alien made by my teammate. I also made some very silly animations for these two characters.

#### WORK EXEPRIENCE

# ALBERT HEIJN SUPERMARKET | ULVENHOUT | 2012 - 2018

Worked as a general shop assistant and occasionally fulfilled the role of team lead. Guiding the work of junior employers.

# PETTING ZOO WOLFSLAAR | BREDA | 2011 - 2015

Volunteer at petting zoo Wolfslaar once a week Taking care of the animals, mostly cleaning and feeding.