

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
BRED A | 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:
- My main tasks this project consisted of making the rigs for the two mechs that are in the game in Maya as well as animating on of them. The animations needed to fit the futuristic style of the game but still feel like a mech robot.



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 EXPEIENCE

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 employees.

PETTING ZOO WOLFSLAAR | BREDA | 2011 - 2015

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

