

## Resume

### ***PERSONAL INFORMATION***

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<b>NAME</b>	Vince 't Hoen
<b>ADRES</b>	Pouwelslaan 6 Honselersdijk 2675BK
<b>PHONE</b>	+31 6 39 75 64 81
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<b>NATIONALITY</b>	Dutch
<b>DATE OF BIRTH</b>	01-06-1992

### ***EXPERIENCE***

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<b>DURATION</b>	May 2016 - now
<b>COMPANY</b>	Esthie
<b>ACTIVITIES</b>	Working on the design and building of decores.

<b>DURATION</b>	June 2015 - May 2016
<b>COMPANY</b>	Gebr. de Haan
<b>ACTIVITIES</b>	Placing, renovate of light and isolation screens in greenhouses

<b>DURATION</b>	August 2014 - Juni 2015
<b>COMPANY</b>	Auto Hoogenboom
<b>ACTIVITIES</b>	Order, deliver and look up the right car parts.

<b>DURATION</b>	August 2013 - January 2014
<b>COMPANY</b>	Rotterdam Gemeente Archief
<b>ACTIVITIES</b>	To simulate city Rotterdam form the year 1940s in 3D.

<b>DURATION</b>	January 2013 - June 2013
<b>COMPANY</b>	Haagse hoge school
<b>ACTIVITIES</b>	Design of 2D game assets.

<b>DURATION</b>	2005 - 2014
<b>COMPANY</b>	Remaining jobs

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### ***STUDIES***

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<b>DURATION</b>	2010 - 2014
<b>STUDY</b>	Grafisch Lyceum Rotterdam
<b>LEVEL</b>	MBO level 4, Game Art
<b>DURATION</b>	2008 - 2010
<b>STUDY</b>	Lentiz Dalton Naaldwijk
<b>LEVEL</b>	TL
<b>DURATION</b>	2006 - 2008
<b>STUDY</b>	Media College Scheveningen
<b>LEVEL</b>	TL

### ***SKILLS***

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<b>LANGUAGES</b>	Dutch, English fluent in written and spoken.
<b>KWALITEITEN</b>	Creative Critical Sociale Eager to learn
<b>COMPUTER-SKILL</b>	Blender Autodesk 3Ds Max Autodesk Mudbox Adobe Photoshop Adobe Illustrator Adobe After Effects Adobe Indesign Unity Unreal Development Kit Affinity Designer Pixologic Zbrush
<b>PORTFOLIO</b>	<a href="http://www.Vincethoen.nl">www.Vincethoen.nl</a>