

Erik Visschers – 3D Artist

Rotterdam, The Netherlands

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Experience

- May '18 – present:** 3D Generalist and Project Manager at **Mirage 3D**. Modelling, Shading, Lighting, Rendering and overall project supervision on a Fulldome movie, which combines live action and CG.
- Aug '16 – Apr '18:** 3D Generalist on 3D animation series and film, at **Grid-VFX**. Lighting, Compositing and FX.
- Aug '15 – Jan '16:** Internship at **IC3D Media** as a 3D generalist. Asset and character creation, as well as animation, lighting, rendering.
- Mar '15 – Apr '15:** Created a gavel which was to be **3D printed**. Wall-thickness and surplus material removal were aspects to be taken into account.
- Nov '13 – Jan '14:** Prop modelling (a docking station and waterscreen) for a now shelved fire-drill training game for *The Maasvlakte Oil Terminal*.

Education

- 2010 – 2016:** **International Game Architecture & Design** - NHTV University of Applied Science, Breda, Netherlands

Skills & Languages

- Professional:** Autodesk Maya & Motionbuilder, Substance Painter, Adobe Suite, zBrush, V-Ray, Arnold, Redshift
- Intermediate:** Houdini, FumeFX,
- Engines:** Unity, Unreal
- Language:** **Dutch** – Native, **English** – Fluent, **German** – Understanding, **Spanish** – Learning

Other Interests

Movies: The big Lebowski, Big Hero 6, Interstellar

Videogames: Starcraft 2, Total War series, Borderlands

Other: Reading adventure books, playing squash, motorbikes, travel.