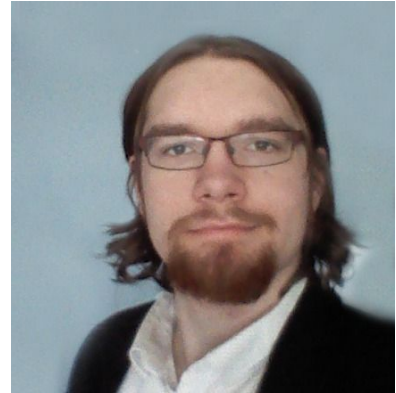


Martijn Wouterse

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PROFILE A technical 3D artist with an extensive knowledge of 3D workflows, different rendering methods, rigging, skinning & Motion Capture. Facilitating different kind of 3D pipelines, and making them work at peak efficiency is my passion and what I do most. Always looking for new challenges and opportunities.

EDUCATION **Bachelor of Communication & Multimedia Design**
NHL University of Applied Sciences, The Netherlands
Graduated 2017, Cum Laude

Software Zbrush Autodesk Maya Autodesk 3D studio Max
Substance Painter / Substance Designer Adobe Photoshop nDo
Xnormal Blender

SKILLS Rendering Rigging & SKinning Motion Capture
Modelling UV mapping Basic HTML & CSS Multilingual (Dutch and English)
C# (beginner level)

EXPERIENCE **Technical 3D artist**
In the past I've facilitated multiple teams of both artist and programmers in achieving their goals and streamlining their workflow. Many aspects of 3D art were utilised for this, from modelling, to rigging, motion capture and automated workflows. In the past I've helped many parties, such as artists or programmers, by analysing their needs and how those needs can be fulfilled in the most effective way.

Employment

Triangle Studios (2017-currently)

As a junior technical artist I was involved in rigging and skinning various 3D models, automating art workflows and facilitating both artist and programmers. During my time there I was involved in multiple shipped products;

- [Real Farm](#)
- [Uphill Rush](#)
- [Pocket Cowboys](#)
- [Truck Driver](#)

The Imagineers Holland, Intern (2015-2016)

During this Internship I was involved with visualizing multiple infrastructure projects to create insight into the project for all involved. I also produced videos to show the possibilities that The Imagineers offer.

Courses

Motion Capture Workshops

During my education at the NHL University of Applied Sciences I followed several courses on motion capture, and in return gave several courses to share this knowledge with other students.

3D Technical Masterclasses

During my education I was involved in actively sharing and practising 3D technical skills. One of the methods used was by sharing the gained skills via 3D workshops. During these workshops I enabled new students to quickly participate in the 3D medium.

Hobbies

History

With a keen interest in history I keep up with various historical topics.

Miniatures

Painting miniatures, both historical and ahistorical is a big hobby of mine. So much that I also started to design and print my own miniatures.