

# ANTHEA VAN LEEUWEN



## 3D ENVIRONMENT ARTIST

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## EXPERIENCE

### SNAKE PASS

PLACEMENT ENVIRONMENT ARTIST – SUMO DIGITAL

 September 2016 – January 2017  Sheffield, UK

A physical action-puzzle game in which the player slithers and climbs their way through increasingly challenging worlds filled with intricate obstacles. I was in the Environment Art department, but I also had a big hand in the Lighting department, as well as a small part in the Character Art department.

### VOYAGE

ENVIRONMENT ARTIST – NHTV INTERNATIONAL UNIVERSITY OF APPLIED SCIENCES

 August 2015 – November 2015  Breda, Netherlands

A personal project made from scratch. The point of the project was just to pass time, but it was a great help in improving my environmental, prop-making, texturing and lighting (look and feel) skills, as well. All in all, a lot of positive feedback was given to me from both peers and teachers, but has also been noticed by some industry experts.

### INCURSION

ENVIRONMENT ARTIST – NHTV INTERNATIONAL UNIVERSITY OF APPLIED SCIENCES

 November 2014 – July 2015  Breda, Netherlands

A World building project made with a group of six people. Made in about seven months, and was reviewed by teachers and industry experts afterwards. Received very high praise from both the teachers and professionals, and went as far to say it was triple-A quality. Exceeded expectations.

## ACHIEVEMENTS

### BRAINS EDEN 2016 WINNER – MUMBO JUMBO

CHARACTER ARTIST – NHTV INTERNATIONAL UNIVERSITY OF APPLIED SCIENCES

 June 2016  Cambridge, UK

### RISING STAR ART CONTEST 2016 WINNER

ENVIRONMENT ARTIST – NHTV INTERNATIONAL UNIVERSITY OF APPLIED SCIENCES

 April 2016  Stafford, UK

## EDUCATION

### BACHELOR OF SCIENCE

NHTV INTERNATIONAL UNIVERSITY OF APPLIED SCIENCES

 September 2013 – Present  Breda, Netherlands

International Game Architecture and Design

Expected graduation date: July 2017

Relevant Modules: Modeling, Texturing and World building.

### PRE-UNIVERSITY SECONDARY EDUCATION (VWO ATHENEUM)

BONHOEFFER COLLEGE

 September 2006 – July 2013  Castricum, Netherlands

Relevant Modules: Art, Mathematics, Physics, English

## SKILLS

### LANGUAGES

DUTCH – Native

ENGLISH – Fluent

FRENCH – Proficient

### SOFTWARE

AUTODESK MAYA – Professional

ZBRUSH – Intermediate

ADOBE

PHOTOSHOP – Professional

SUBSTANCE

DESIGNER – Intermediate

SUBSTANCE

PAINTER – Intermediate

### ENGINES

UNREAL ENGINE – Professional

UNITY – Proficient