

# ELINE SLINGERLAND

## VFX Artist

### PERSONAL PROFILE

Professional experience creating VFX in various stages of game development: prototype, pre-production, production up to hard launch & as a live game. I enjoy working together with various departments to ensure VFX communicates design/artistic needs. Experience working in Unity, Unreal Engine 4 and Proprietary game engines. Shader & visual scripting knowledge.

### SKILLS & KNOWLEDGE

#### Advanced knowledge

Gameplay/Character/UI VFX for mobile  
UI Animation & implementation  
Node-based shaders in Unity/Unreal 4  
Autodesk Maya  
V-ray, Octane  
Zbrush  
Photoshop  
Substance Designer

#### Proficient

Houdini  
UE4 Blueprint scripting  
3DS Max  
Adobe After Effects  
GLSL/HLSL

### WORK REFERENCES

#### Esther Lopez: VFX Lead on Rebel Riders

Email: estherlo.email@gmail.com

#### Howard Shin: Art Director on Candy Crush Friends

Email: mrhowardshin@protonmail.com

### CONTACT DETAILS:

Portfolio: [www.elineslingerland.com](http://www.elineslingerland.com)

elineslingerland.vfx@gmail.com

[LinkedIn](#)

Stockholm, Sweden

### CAREER HISTORY

#### VFX ARTIST AT KING (NEW GAMES STUDIO)

2020 - NOW

- VFX artist on Rebel Riders
- Currently responsible for all VFX needed for the project as well as production planning, driving development for tools/workflow setup in pre-production stage/production, R&D in shader development.

#### JR VFX ARTIST AT KING

AUG 2018 - DEC 2019

- Created VFX for Candy Crush Friends during production period up to Hard Launch and as a live game.
- Worked closely with fellow VFX artists, developers, animators, designers and art director to ensure the VFX is properly integrated in the game.

#### CUSTOM 3D DESIGNER AT HANS BOODT MANNEQUINS

2016 - 2018

- Product Design: designing in Zbrush & Maya life-sized 3D-Printed prototypes of mannequins which appear in stores worldwide.
- Creating VR & AR product presentations for clients (Unreal 4)
- Presented our company's mobile AR concept collaboration with Snakeware and received a Gold Digital Transformation Award from Dutch Interactive Awards.

#### OWNER & 3D FREELANCER AT EXPLODINGAPPLES.ORG

2016 -2018

- Real-time 3D Visualization of the art exhibition; 18000 artworks covering the surface of a former swimming pool in Oosterhout (NL)
- 3D VR teacher: Teaching the fundamentals of 3D modelling & material creation to aspiring students of H19 (Oosterhout) as well as mentoring them in VR-related projects in Unreal 4.

#### SAMSUNG GEAR VR JAM

2016

- Created a mobile Virtual Reality game in 48 hours with a team: CORE
- Roles: 3D Artist & Soundtrack

#### REAL-TIME 3D VISUALIZATION ARTIST AT PHILIPS LIGHTING

2015 - 2016

- Internship & Graduation (Cum Laude)
- Built an interactive product visualization suitable for VR in Unreal 4 through Blueprint Scripting

#### GLOBAL GAME JAMS

2013 - 2017

- Created games together with a team in 48 hours such as Boogie Bird
- We won 2nd place in the Houdini Game Jam contest with BaRock Battles
- Roles: art lead, texture artist and concept designer

### ACADEMIC HISTORY

#### BSC IN 3D VISUAL ARTS (IGAD) AT BREDA UNIVERSITY 2012 - 2016

- Graduation project Philips Lighting: Cum Laude
- Open Day representative: Informing and guiding potential Visual Arts students on the open days of Breda University (formerly NHTV).

#### SSG DE REDE, TERNEUZEN, NETHERLANDS

2007 - 2012

- HAVO (pre-university education)

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### WORK REFERENCES:

#### **ESTHER LOPEZ - LEAD VFX ON REBEL RIDERS AT KING**

*"I had the absolute pleasure of working with Eline in Rebel Riders during my time at King. She has produced excellent VFX for the game and has also demonstrated great communication and coordination skills.*

*She has been proactive in any task proposed. Some of the features in the game have even been speeded up thanks to her initiative to involve the right people, prepare all documentation and drive the necessary meetings.*

*She has learnt super fast and during this project she has shown being highly skilled using the standard tools (Unity, Maya) but she has also become an expert using all the in-house tools to implement complex VFX for our vehicles. In addition to this, she has also written very useful documentation to help others understand them.*

*All of this, being always humble, professional and with a smile. It has been great having her in the team!"*

#### **HOWARD SHIN - ART DIRECTOR ON CANDY CRUSH FRIENDS AT KING**

*"I had the pleasure of working with Eline on Candy Crush Friends Saga at King, and it's my constant wish to one day work with her again.*

*She joined the team as a junior VFX animator, but it was evident from the very start that she brought so much more to the team than her level of experience would suggest on paper. She quickly understood her role and responsibilities - accelerating to produce fantastic work without much hand-holding. Furthermore, she was actively engaged in improving our VFX production process and continuing to explore ways to push the quality bar. She was soon given the responsibility of setting up briefs so that the other VFX artists can follow the direction easily. It was a big morale boost and the team absolutely loved working with her.*

*Eline was instrumental outside of the project as well. Soon after joining King, she organized a weekly Rock Climbing group, and she convinced the Studio to get behind it - both organizationally and financially! It was further proof that Eline is a resourceful self-starter that needs very little hand holding.*

*If you're looking for a talented VFX artist who can quickly adapt and deliver quality assets, while continuing to explore improvements - she's the perfect candidate for you"*