

# 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  
HLSL & GLSL

### WORK REFERENCES

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](mailto:elineslingerland.vfx@gmail.com)  
[LinkedIn](#)  
Stockholm, Sweden

### CAREER HISTORY

#### VFX ARTIST AT KING (NEW GAMES STUDIO) 2020 - NOW

- Main responsible VFX artist on an unannounced title.
- Production planning, driving development for tools/workflow setup in pre-production stage, 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)