

# Eline Slingerland // Lighting & VFX Artist

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## Work & Project experience

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- 2017 – Now **Game workshop instructor at H19**
- Creating a mobile team together with aspiring game development students
  - Project management
  - Teaching the fundamentals of sprites and flipbook animations in Animate CC
- 2016 – Now **Custom 3D Designer at Hans Boodt Mannequins**
- Product Design; designing in Zbrush & Maya life-sized 3D-Printed prototypes of mannequins which appear in stores worldwide.
  - Working with customers worldwide, developing designs which fit into their store concept.
  - Material creation & rendering marketing content (Unreal 4 & Octane)
- 2013 - 2017 **Global Game Jams**
- Created games together with a team in 48 hours such as:
  - [Boogie Bird](#)
  - We won 2<sup>nd</sup> place in the Houdini Game jam contest with [BaRock Battles](#)
  - Roles: Art lead, texture artist and concept designer
- 2016 **Samsung Gear VR Jam**
- Created a mobile Virtual Reality game in 48 hours: [CORE](#)
  - Roles: 3D Artist & Soundtrack
- 2016 **365+1 Beeldbad Event 3D trailer (Unreal 4)**
- 3D Visualizing the concept of the art exhibition; 18000 artworks covering the surface of a former swimming pool in Oosterhout (NL).
- 2015 - 2016 **Philips Lighting**
- 3D visualization internship and graduation
  - Built and programmed an interactive product visualization in Unreal 4 Engine
- 2015 - 2016 **DESIRE Demoscene group**
- 3D Art, concepts/storyboards for demos
- 2013 - 2016 **Photography**
- Helping students of SASK (Sint Niklaas, BE) with the photo selection process
  - Image retouching in Photoshop

## Education

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- 2012 - 2016 **Bachelor in International Game Architecture & Design, 3D Visual Arts**  
NHTV University of Applied Sciences, Breda, Netherlands.  
Graduation year (internship and graduation project) cum laude.
- 2007 – 2012 **HAVO (pre-university education)**  
SSG de Rede, Terneuzen, Netherlands

## Skills

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**Advanced knowledge:** Autodesk Maya, Unreal Engine 4, V-ray, Octane, Zbrush, Photoshop, Substance Designer & Painter

**Proficient:** 3DS Max, Houdini, Bifröst fluids, Unity, NUKE, Adobe After Effects

## Languages

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**English:** Fluent

**Dutch:** Native Tongue

**French:** Good understanding, basic speaking

**German:** Good understanding, basic speaking

## Interests & activities

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**Hobbies:** Improvising on the piano and guitar, photography, participating in Game Jams, experiencing museums and concerts