

Elmer Leeuwaarden

3D ARTIST

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EXPERIENCE

ATG Europe, 3D generalist

2004 – Present, *Noordwijk, the Netherlands*

Technical visualization; creation of 3D animations and high resolution stills for ASML and various projects in the European Space Agency.

Main clients: ASML, European Space Agency.

Valkieser Solutions (United) Internship

2002 – 2003, *Hilversum, the Netherlands*

Now called Unitedesign. Creation of 3D animations, logo animations and menu's for television, DVD and internet. Clients: Rabobank, Zappelin, Dutch Army and ARN.

EDUCATION

Hogeschool van Utrecht, Mediatechnology - Bachelor of Engineering (HBO)

2000 - 2004, *Amersfoort, the Netherlands*

Principle subjects: Broadcast & Crossmedia technology, 3D animation & rendering, 2D graphics, programming, video and webdesign.

Bredero Lyceum, Voortgezet Wetenschappelijk Onderwijs (Vwo)

1993 – 1999, *Amsterdam, the Netherlands*

Subjects: Dutch, English, Science, Chemistry, Math, Biology, Art

VOLUNTEER WORK

Voedselbank Diemen

2019 - Present, *Diemen, the Netherlands*

Volunteer once a week to collect food from a local supermarket.

COURSES

Drawing – De Tekenacademie [2014 - 2016]

CgSociety – Compositing with Shake [2008], Mechanical rigging [2010], Vray intermediate to advanced [2013], Becoming a better artist [2013]

Vray training - 3Dstudio.nl [2011]

Camera College – DSLR Camera [2011]

FXPHD – Nuke, After Effects, pfTrack, Mental ray, Shake. [2009 - 2011]

Maya particle & fluid effects - Modern Mayhem [2010]

Project Management PM 1 - Harrison Associates [2010]

Escape studios - Introduction to animation [2009]

Bedrijfs Hulp Verlening [2005 - 2009]

3D SKILLS

- Cad conversion and model optimization
- Scripting in python & mel
- Rigging of hard surface models
- Able to quickly identify and solve problematic scenes for colleagues
- Baking and creating low poly polygon models
- Maintain and set up of 3D pipeline
- Manage hardware and software licensing

SOFT SKILLS

- 15 year experience
- Understand client requirements and able to translate to real world solutions
- Can do attitude, problem solving
- Flexible, no 9 -5 mentality
- Ability to liaise with scientists, engineers and communication stakeholders
- Able to work independently as well as with a team

SOFTWARE

Fluent in: Maya, Vray, Nuke, After Effects, Photoshop, Premiere

Also experience with: Python, 3Ds Max, Zbrush, Substance, Muster, Illustrator, Indesign, PTGui, Mental ray, Microsoft Office

LANGUAGES

Dutch - Mother tongue

English – Fluent, professional English speaking environment [2004 – present]

Latvian - Basic understanding, Course [2016 – present]

French Courses French 1 - 4 at University of Leiden [2008 – 2010]

German - Basic understanding