



# MARLEEN VIJGEN

## 3D CHARACTER ARTIST

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26 DECEMBER 1994

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### About Me

Motivated 3D Character Artist, always looking to learn more. My passion is to give concepts life through 3D.

Spare time is mostly spend on making 3D art. In free time during my Bachelor Game Design I learned how to make 3D art at home and did additional modules of the Bachelor Game Art when I found out 3D was my passion. When I have time I also like to play (RPG) games on PS4 or PC

### Work Experience

Feb 2016  
Jul 2016

#### 3D Artist Intern at ForceFieldVR

Worked on the VR Oculus game Landfall.  
Part of the Art team and working together with the Game Designers  
Character + Prop modelling  
Environment Design/Art.  
Unreal 4 and Autodesk Maya

Sep 2016  
Aug 2017

#### Year Representation at HKU

Representing peers in graduation year.  
Organizing Open Days  
Organizing Graduation Exposition

Jan 2017  
Jul 2017

#### Admission Committee at HKU

Judging portfolio's for BA Games and Interaction and doing admission interviews.

REFERENCES AVAILABLE ON REQUEST

### Education

2017 - Present

#### MA Game Art and Design at University of Hertfordshire

Postgraduate Master of Arts.  
Modules: Creative Economies, Research and Enquiry, Media Discourses.

Additional BA Games Art Modules: Ivl 4 CG Practices, Ivl 5 Advanced Specialisms for Games

2013 - 2017

#### BA Game Design and Development at HKU

Bachelor of Science, Grade 7.9/10 with honors

2007 - 2013

#### VWO Nature and Health at Lorentz Casimir Lyceum

Pre-University Education. Grade 6.8/10

### Software

Autodesk Maya	Marvelous Designer
TopoGun	Marmoset Toolbag
Adobe Photoshop	Quixel Suite
Unity	Unreal 4
Pixologic ZBrush	xNormal
Substance Painter	Perforce

### Skills

Highpoly Sculpting  
Lowpoly Modelling  
UV - Unwrapping  
Texturing  
Posing  
(Environment) Designing

### Languages

Dutch: Native Language  
English: Fluent, CAE (C1)

### Fav. Games

Dragon Age: Inquisition  
Dishonored 2