



## general skills

- 3D generalist
- Does tech art as well
- Conceptually proficient
- Quick learner
- From concept to game engine
- Shaders & materials

## software proficiency

- Maya
- Zbrush
- Substance Painter & Designer
- Photoshop
- Both Unity & UE4

I started out with a desire to become a concept artist. During my time at the HKU however I learned to work with 3D software. What seemed too technical at first quickly became my new main interest. I noticed that many of the skills I learned when doing a lot of conceptual and illustrative work (color and composition for example) translate very well to my 3D work. I pride myself for being a 3D artist that can create optimized 3D assets from concept to implementing them in the game engine, having an understanding of every step along the way. When building 3D environments for example, I think about things like composition and readability. It's not just about pretty art: it's about making pretty art that supports the gameplay. Game art should be readable and help the player see and understand what to do. To me, the gameplay always comes first. I try to make game art to support the gameplay the best I can.

## work experience

game art intern at HKU Innovatie Studio  
game artist for multiple smaller projects  
februari to july 2017

### environment artist freelance assignment

3D freelance assignment for Antler Studios working on 'Project Grove'. October to november 2018, Short-term.

### visual designer at Perfect Storm

attending 'design thinking' workshops as digital quick sketch artist  
februari 2017 to today

## education

### Reynaertcollege

HAVO (Higher General Secondary Education)  
2009 to 2014

### exchange programme to UNSW in Sydney

fine arts - part of my education at HKU  
july to december 2016

### HKU University of the Arts Utrecht

game art  
started september 2014, graduating june 2018

## interesting links

### portfolio

[mathsgame.art](http://mathsgame.art)  
[artstation.com/mathroodhuizen](http://artstation.com/mathroodhuizen)

### article on 80 level

[80.lv/articles/creating-a-stylized-waterfall-in-unity-part-1/](http://80.lv/articles/creating-a-stylized-waterfall-in-unity-part-1/)  
or google "80 level math roodhuizen"

### blog

[mathsgame.art/blog](http://mathsgame.art/blog)  
or read it on my artstation

## contact me

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