

# MARIEKE

## VAN NEUTIGEM

RIGGING ARTIST AND PIPELINE TD

### PERSONAL DETAILS

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#### Email

mvn882@hotmail.com

#### Portfolio

mariekevanneutigem.nl

#### IMDb

imdb.com/name/nm10417050

#### Github

github.com/mvn882

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+31646932038

#### Address

Flat 7 Olney House  
38 Paveley Street  
NW8 8TR London UK

### TECHNICAL SKILLS

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- ⦿ Python, C++, C#, Qt
- ⦿ Maya (*animation, rigging*)
- ⦿ 3DSMax (*modeling, rigging*)
- ⦿ Photoshop (*painting, texturing*)
- ⦿ Substance painter (*texturing*)
- ⦿ Unity 5
- ⦿ Unreal Engine 4

### LANGUAGES

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- ⦿ Dutch (*Native*)
- ⦿ English (*C2*)
- ⦿ French (*B1*)

### EMPLOYMENT

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| 2018 - Now | ATD - Double Negative<br>Feature Animation Division<br>Software/tool development across disciplines in the pipeline team of feature animation.<br>Code-reviews, problem-solving, and troubleshooting with artists. |
| 2018       | Rigging Intern - Trixter<br>Tool development and RnD for the rigging and animation departments.<br>Rigging assets on several shows including Captain Marvel  |

### EDUCATION

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|-------------|---|
| 2015 - 2018 | Howest - University College west-Flanders, Bachelor's Degree in Digital Arts and Entertainment<br>(Applied Engineering and Technology)<br>Major: Game Development<br>Achieved Summa Cum Laude<br>Extracurriculars in Rigging, Animation |
| 2009 - 2015 | Citadel College, VWO profile: Science and Engineering Diploma achieved 11 June 2015   |
| 2014        | Pre-university college of science, Radboud University Nijmegen Programme for VWO talents: imperative programming 1  |