



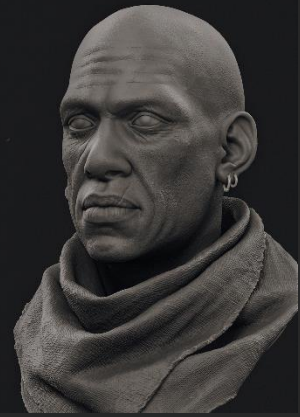
MATHIJS KAPTEIJN

Character Artist

Experienced Character Artist eager to dive into a new experience

Drunen, The Netherlands - Dutch nationality

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Experience

2018 – Present

Freelance Character Artist - Drunen, The Netherlands

Currently I am working as a freelance character artist mainly for Secret 6 an American/Philippines based game company. Sadly, the working titles are currently still under an NDA. The work I am creating for this client is both stylized as realistic.

2014 – 2018

Elite3d - Valencia, Spain

After a successful internship with this company I was invited to stay and work as a full-time character artist within this outsource studio. Working on titles such as:

- Call of Duty®: Infinite Warfare
- Call of Duty®: WWII

Education

2011 – 2015

Bachelor's in International Game Architecture and Design – NHTV University of Applied Sciences, Breda, The Netherlands. Research and graduation in character art.

Relevant Experience

2012 – 2015

ArtRepublic - Waalwijk, The Netherlands

Graffiti Teacher/ Artist leading graffiti workshops for children/adults, and painting murals/canvasses.

Skills

- Communication skills.
- Team Oriented.
- Time Management.
- High poly character modelling.
 - o Organic modelling.
 - o Anatomical Correct.
 - o Hard surface modelling.
 - o Clothing simulation.
- Game-ready character creation.
- Texturing.

Software

- Autodesk Maya.
- Zbrush.
- Marvelous Designer.
- Substance Painter.
- Photoshop.
- Quixel Suit.
- xNormal.
- Headus UVLayout.
- Marmoset.

Personal Information

Phone

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Website

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Languages

- English (Fluent).
- Dutch (Native).
- German.