

# Yumi Batgerel

3D GAME ARTIST

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Zwolle, The Netherlands

## Experience

### 3D Artist Self employed

Oct 2017 – Present

- Character Modeling for Serious/Applied projects
- Commissions like 1/6 likeness heads for 3D printing

### 3D Artist @Team6 Game Studios B.V.

Mar 2018 – Sep 2018

Assen, Drenthe Province, Netherlands

- Helped on launching Thrill Rush Theme Park - Mobile Game. Mainly worked on modeling and polishing carts and environment assets.
- Worked on modeling 3D props for Furiends - Mobile Game.

### Game Art intern @CSP Media Inc.

Mar 2016 – Jul 2016

Songnam, South-Korea

### Video Production Intern

#### @THYR drossaart films

Sep 2012 – Jan 2013 Zwolle Area, Netherlands

### Animation Intern @URREBUK

May 2012 – Aug 2012

Rotterdam Area, Netherlands

## Skills

### Maya



### Photoshop



### Zbrush



### Unity



### Substance Painter



## Education

### Bachelor of Arts (BA)

#### Game and Interactive Media Design

@Utrecht School of Arts 2013 – 2017

### Vocational training Animation

@Deltion College 2009 – 2013

## Profile

After working on Mobile Games as 3D Artist. I've been active in the industry by regularly joining Art challenges, Events and various freelance assignments. Also, I've experience in giving beginners workshops in Zbrush and Maya for Art Degree Students.

My focus shifted to creating Real-time 3D characters, as well as human as creatures. This is what I consider my passion but I've a broad field of interests and enjoy working on various types of projects.

## Awards

### Winners Team @POSTECH

2016

Honor & Award Winner of Korea-Netherlands Game Jam 2016

## Languages

**Dutch** Full professional

**English** Professional working

**Russian** Native or bilingual

**Mongolian** Native or bilingual