curriculum vitae

• work experience & education

WORK EXPERIENCE →

2013

Zappar 3D art (environment & character modelling & texturing), 2D animated UI design, coding (Python, XML) for Augmented Reality smartphone apps. Clients include Warner Bros. (Looney Tunes, Scooby Doo), Pedigree books (Angry Birds, Cut The Rope, Sonic The Hedgehog), Hello Kitty, Hasbro (My Little Pony). Software used: inhouse software for the AR apps, Maya 2013, Photoshop, Illustrator, Adobe Edge

Mobile Pie Freelance character modelling & texturing for iPhone game made in Unity

Nami Freelance project in Softimage ICE for Hong Kong client

2012

Digital Golem, Brussels Softimage freelancer, worked mostly on hard-surface models (Lamborghini Supernova http://vimeo.com/50973452)
Indie game 'Maia' freelance character modeller & texture artist
The Tiniest Shark freelance character modeller & texture artist on indie game 'Redshirt'
Darkside Animation, London full-time job as character artist
Main task: Design, modelling & texturing characters, both for animation and iOS games (Unity), low-poly & high-poly. Software used: Softimage, Zbrush, Photoshop. Other tasks: After Effects, Matchmover

name Nele Steenput   **e-mail address** http://nele-s.be
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2008-2010

Uniway NV & Models Office in Belgium, full-time job as webdesigner
Main tasks: meeting with client companies, designing prototypes in
Photoshop/Illustrator; full layout and coding (HTML(5),CSS(3) and
Javascript)

EDUCATION →

2010-2011

Masters of Art 3D Computer Animation, Bournemouth University
(NCCA).

2008-2009

ISA Japanese language school, 4 weeks in Tokyo
2 years evening school Japanese

2005-2008

Bachelor Interactive Multimedia Design (IMD), KHM De Ham, Mechelen.
Honours degree.

premise
Small Business Project CreaBiz
CreaBiz was a graphic company which offered online alternatives for
companies, e.g. invitations, holidaycards, businesscards, websites, etc.
We were also nominees for the category 'Best Service' by Vlajo along with
4 other SBPs, and we were allowed to give a presentation in front of a
crowd and business managers at the Technopolis in Mechelen.

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● computer- & language skills

3D software

Very good knowledge of Softimage 2013, Zbrush 4R4 and Maya 2013,
working knowledge of 3Dsmax 2013
Interested in (character) **modelling and texturing**
Able to create models for use in **Unity**

2D software

Expert knowledge of Photoshop CS6, Illustrator CS6

Working knowledge of Nuke & Matchmover, Première CS6 & After Effects
CS6

Programming & scripting languages

Good knowledge of Python
Good knowledge of Javascript/ JQuery
Very good knowledge of HTML, CSS, PHP, MySQL

Languages

Dutch: mothertongue
Fluent in English, proficient in French, working knowledge of Japanese
and basic knowledge of Chinese

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● personal data

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