

Sander Meijer

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3D Visualisation Artist

Education

Graduated 2016 - NHTV University of Applied Science - Breda, The Netherlands
Bachelor 3D Visual Art

Graduated 2011 - Zoomvliet College - Roosendaal, The Netherlands
MBO Graphic and Interactive Design

Work experience

September 2015 to Februari 2016 - Berga & Gonzalez architects - Barcelona, Spain
Internship architectural visualisation

Duties including:

- Storyboarding
- Visualising architecture in Unreal 4
- Compositing video in Adobe After Effects

Februari 2010 to July 2010 - JVH gaming products - Tilburg, The Netherlands
Internship interactive design

Duties including:

- Designing promotional video material
- Visualising 2D assets
- Animating 2D sprites in Adobe After Effects

September 2008 to Februari 2009 - Anglia Network Europe - Roosendaal, The Netherlands
Internship graphic design

Duties including:

- Designing logos
- Designing print advertising material

Computing skills and languages

Advanced knowledge: **Autodesk Maya, Adobe Photoshop, Unreal Engine 4, Substance Designer**

Proficient knowledge: Z-Brush, Adobe After Effects, V-Ray, SpeedTree

Dutch: Native language

English: Fluent

Interests and activities

Sports: Swimming, fitness

Hobbies: Fishing, playing video games, drawing, photography