



Camille Scholtz

Resume

Education

- 2011–2015 **Game Design**, GRAFISCH LYCEUM UTRECHT.
- 2007–2011 **Grafimedia & Techniek**, X11 SCHOOL VOOR GRAFIMEDIA.

Experience

- 2014–2015 **3D Artist & Designer**, MONKEYBIZNIZ.
Full time 6 month internship; did various tasks such as creating 3D models & backgrounds for games, creating logo's and videos for the company.
- 2013–2014 **3D Artist & Designer**, S2B.
Full time 6 month internship; designed and created art for a game commissioned by Two Steps Ahead.
- 2013 **Designer**, DUTCH POLICE FORCE.
Made two big collages for the Dutch Police Force ICT office in Driebergen/Zeist.

Skills

- 3D Low & high poly modeling, texturing, rendering.
- 2D Digital painting, creating websites, creating mock-ups & proof-of-concepts, creating assets for websites, games & more, good eye for design & colors in general.
- Programming HTML, CSS, JAVASCRIPT & JQUERY, LATEX, BASH/SHELL.

Tools

- Familiar Adobe After Effects, Adobe Indesign.
- Intermediate Adobe Illustrator, Adobe Lightroom, MODO, GIMP, Autodesk 3DS Max, OS X.
- Advanced Adobe Photoshop, Blender, Unity, Windows, GNU/Linux.

Languages

- Dutch **Mothertongue**
- English **Intermediate / Advanced** *Slight accent when speaking*

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