

Camille Scholtz

Curriculum Vitae

3D & 2D artist and programmer

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Education

ICT, HOGESCHOOL UTRECHT. **2016–2017**
Game Artist, GRAFISCH LYCEUM UTRECHT. **2012–2015**

Experience

2D & 3D Artist, MONKEYBIZNIZ (INTERNSHIP). **2014-2015**
Made 3D models and renders for various projects.
2d & 3D Artist, MEET NORM (INTERNSHIP). **2013-2014**
Made a game and website with a group of students for Two Steps Ahead.
Graphic Design, DUTCH POLICE FORCE. **2013**
Made two big collages for the in the new Dutch police force offices.

Skills

Programming: I know various programming languages such as Go, C and C++, Python, Lua, JavaScript and UNIX shell.

2D: Ability to design and create graphics, paintings, websites, et cetera. I have additional interests in photography and UI/UX design.

3D: Experienced with low-poly modeling, high-poly modeling, texturing, high- to low-poly baking. sculpting, texturing, compositing and rendering. I have experience with a wide variety of 3D software suits and am able to make use of these skills for both games and other forms of media.

Other computer related skills: I know my way around computers, I have extensive knowledge of GNU/Linux and am a free software enthusiast. I'm also an avid GitHub user who contributes to many open-source projects.

Programming languages

HTML/CSS: What my website is made with :).

JavaScript: I can make use of various frameworks such a jQuery and web-technologies such as WebSockets.

Go: A compiled language by Google that I've used extensively to write various applications and website back-ends.

C/C++: I know the basics of the languages and the basics of OO.

Python: I can program in both version 2 and 3.

SQL: I know how to work with SQL and can adapt to the various dialects, I am also proficient with database normalization.

PHP: I'm able to use PHP in combination with HTML, WebSockets and JS.

UNIX shells: Experienced with both POSIX SH and BASH.

LaTeX: Document preparation system for high-quality typesetting. What this document is made with.

Software

Blender: A free and open source 3D and compositing suite that I have used extensively.

Adobe Suite: Experienced with PhotoShop and Illustrator - and with InDesign and After Effect to a lesser extend.

AutoDesk Suites: Experience with both 3DS Max and Maya.

MODO: I've mainly used MODO for rendering and compositing, but I don't know the ins and outs.

Unity: The video-game engine.

GNU/Linux: I'm an open source software enthusiast and very experienced with the GNU/Linux operating system.

Spoken languages

Dutch: My native tongue.

English: Fluent, but an accent when speaking the language.