



SANDER VAN DOOREN

MODELING/GENERALIST

MAIN SOFTWARE PROFICIENCIES



PORTFOLIO

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CONTACT INFORMATION

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PROFILE

A dedicated 3D artist currently focusing on hard surface modeling, PBR texturing, architecture and world building. Eager and driven to prove and improve my skill set. Always looking for new techniques and tools to further develop my workflow.

EDUCATION & RELEVANT EXPERIENCE

Visual Arts at Breda University of Applied Sciences

BA Creative Media & Game Technology | graduated juli 2020

Worked on various projects, both solo and in teams, over a wide range of topics before focusing on hard surface modeling. Joined 2 different companies for internships during my final year, graduating with a 9.

Internship Mechamania VR

Graduation Internship | Hard Surface modeling/Generalist

Worked together with the team at *Mechamania* to realize an alien world in VR for their upcoming *Exoleap* project. During this internship I took on (hard surface) modeling tasks, texturing, concepts, Unreal VR implementation and more. Work can be shown on request due to NDA restrictions.

Internship Dutch5

20-week Internship | Hard Surface modeling/Generalist

Joined *Dutch5* during development on their mobile game *Bruut*. Worked on reworking old robot designs, as well as concepting, modeling and texturing a brand new robot from the ground up. Work can be shown on request due to NDA restrictions.

WORK EXPERIENCE

Various catering jobs | 2009 - Current

I almost always have had a job in the restaurant, bar or catering business, everything from waiter to bartender to line chef. Currently working in the *Museum of Textiles'* café in Tilburg.

Sales & Service at Nespresso | 2016 - 2018

Working in both sales, training and customer service for Nespresso in the Netherlands.