

DAAN MEYSMAN

3D ARTIST

ABOUT ME

PROFILE

I recently graduated in a game development/arts course.
My main focus would be to gain a full-time position abroad in the games industry as a 3D artist(or similar position).
I got special interests in 3D asset art and Level Design/Decoration.

EDUCATION

- **Secondary education**
2006-2012
College Hagelstein, Sint-Katelijne-Waver
- **Bachelor Degree Digital Arts & Entertainment (cum laude)**
2012-2015
Howest Kortrijk

EXPERIENCE

- **Guerrilla Games (Amsterdam) Texture artist**
May 2016 - Sept 2016
Texture artist for Horizon: Zero Dawn for Playstation 4.
- **Guerrilla Cambridge (SCEE) 3D artist**
Feb 2015 - May 2016
Working on a PSVR title alongside the Asset art team to help model and texture hi-res assets as well as converting existing models to work in-game efficiently for Playstation VR.
- **Howest, The Level. Introduction course teacher**
September 2014
My job was to give an introduction course in 3Ds Max to future college students. I also was an assistant teacher for preproduction and C++ programming courses.

CONTACT DETAILS

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SKILLS & SOFTWARE

- HIGH & LOW POLY MODELING
- UV UNWRAP
- BAKING & TEXTURING
- PHYSICAL BASED RENDERING
- LEVEL DESIGN
- BASIC SKINNING & RIGGING
- BASIC C++ & C#

- AUTODESK 3DS MAX
- MAYA
- ADOBE PHOTOSHOP
- SUBSTANCE DESIGNER/PAINTER
- UNREAL ENGINE 3 & 4
- UNITY3D
- PIXOLOGIC ZBRUSH
- MICROSOFT VISUAL STUDIO

LANGUAGES

- DUTCH: NATIVE
- ENGLISH: GOOD
- FRENCH: BASIC
- JAPANESE: VERY BASIC