

Dylan Driessen

Vaartdreef 52, 2724GG Zoetermeer, The Netherlands – Dutch nationality
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2D and 3D artist

Currently employed as a 3D modeler at Binkies 3D in Hazerswoude-Dorp, The Netherlands.

Education

2011-2017

Bachelor in International Game Architecture & Design (Visual Arts) – NHTV University of Applied Sciences, Breda, Netherlands. **Graduated: July 2017**

Relevant modules: Modeling, World Building, Texturing, Art Theory, Life Drawing, Drawing Skills, Anatomy, Architecture, Game Lab, Cinematics

Relevant Experience

2011-2015

Gamelab – NHTV University of Applied Sciences, Breda, Netherlands.

Gamelab simulates a game studio environment. In fourteen weeks students from different variations (programmers, designers and artists) team up to create a working game from scratch.

2015-2016

Larian Studios (Ghent, Belgium) - 3D Modeler Internship (full time)

Creating high resolution assets for the critically acclaimed top down turn-based RPG Divinity Original Sin 2 .

Work Experience

2009-2010 **Product Boards for Livestock, Meat and Eggs** – administrative employee (full time)

2017- **Binkies 3D** (Hazerswoude-Dorp, The Netherlands) – 3D Modeler (full time)

Computing Skills

Autodesk Maya:	Advanced	Quixel nDo2:	Advanced
Pixologic Zbrush:	Advanced	UDK:	Proficient
Adobe Photoshop:	Advanced	UE4:	Proficient
xNormal:	Advanced	Substance Painter:	Advanced
Marmoset Toolbag 3:	Proficient	Arnold Renderer:	Proficient
Autodesk 3ds Max:	Advanced		

Languages

Dutch: Native
English: Fluent

Interests and Activities

Painting, movies, going to music festivals, guitar, visiting concerts, I enjoy watching sports as well as practicing them if time allows, videogames, hanging out with friends or visiting them abroad ,reading a good book, having a nice conversation, animals.