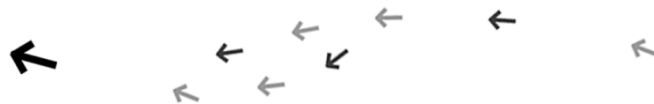


Bert Van Eeckhout | 3D Artist

contact@bertvaneekhout.com

<http://www.bertvaneekhout.com>

15th April 1986



Education

- Professional bachelor degree (BA) **DAE** ([Digital Arts & Entertainment](#)) University HOWEST Kortrijk | 2012
- Professional bachelor degree (BS) **MCT** (Computer Science) University HOWEST Kortrijk | 2009
- degree technical carpentry Secondary school Saint- Lucas | 2006

Skills

- **High end 3D packages**
 - 3dsMax (modeling . animation . shading . lightning . rigging . fx)
 - Maya (modeling . shading . lightning)
 - Z-brush (sculpting)
 - Modo (modeling . shading . lighting)
 - Lightwave (animation . shading . lightning . fx)
 - Autocad (2D/3D architectural drawing)
- **Post-production**
 - Photoshop (very good image processing understanding)
 - Nuke (good understanding of compositing)
 - Eyeon Fusion (pre-composition understanding)
 - After effects (motion graphics . tracking . color grading)
 - Première (editing . sound syncing)
 - Illustrator (good vector graphics understanding)
- **Cinematography techniques** (3D layout . storyboarding . storyreel)
- **Programming** (Max scripting . PHP . SQL . HTML . CSS . AS3)
- **Languages** (Good English . basic French . mother tongue Dutch)

Experience

- 3D artist / designer at [KCC bvba](#) (Belgium) designing Theme parks | 01/2014 -> current position
- Freelance** 3D artist at "[ACE Image Factory](#)" (Brussels) on a commercial project | 12/2013 - 01/2014
- Lighting** - finaling at "[Walking The Dog](#)" (Brussels) on the feature film "[la mécanique du coeur](#)" | 02/2013 - 10/2013
- 3D** animator at the [DAE studios/3D square](#) on a commercial | 01/2013 - 02/2013
- Internship** modeling/shading at [Hoaxland](#) | 02/2012 - 06/2012
- Layout** artist/storyboarder at [GRID-vfx](#) on behalf of a school project | 09/2011 - 01/2012

Personal

- **Very passionate about** (CGI film . photography . music)
- **Personality** (Social . eager to learn . very² orderly)
- **Best book** (Jeremy Birn's [digital] Lighting & rendering)