

# THOMAS VAN NUFFEL

3D Generalist

Diepestraat 11 bus2 9920 Lovendegem Belgium

+32 478 62 88 24 contact@thomasvn.com www.thomasvn.com

### A LITTLE ABOUT ME

I'm flexible, driven and keen to learn new things.

I approach every project with excitement and strive to work as **efficient** as possible. I have a keen eye for details and a good general sense of what needs to be done to reach deadlines.

I'm stress proof and thrive in a time sensitive environment.

My ideal job would be as a **prop & technical artist**. I have a professional background in web & mobile development and am currently studying game arts.

I'm social, professional and I love to be challenged.

#### LINKS

Website LinkedIn Artstation Pinterest

TwitchTV

www.thomasvn.com

www.linkedin.com/in/thomasvannuffel www.artstation.com/artist/thomasvn www.pinterest.com/thomasvannuffel www.twitch.tv/synnoid

### SOFTWARE & TECHNOLOGY SKILLS

3ds Max
Substance Painter
Quixel Suite
Unreal Editor 4
Marmoset
Adobe Photoshop
Adobe Illustrator
3d Coat
Sublime Text
Visual Studio
Marvelous Designer
After Effects

C++ C# Javascript & Jquery Html & Css Php Coldfusion



#### OTHER LANGUAGES I HAVE WORKED WITH

maxscript, python, objective c. ue4 blueprints, java, asp.net

## HOBIES









DIGITAL

ART



GAMES MOTORCYLES

FRIENDS

MUSIC

### WORK EXPERIENCE

1AN 2011 - SEP 2013

**DEVELOPMENT OFFICER** 9000 Studios - www.9000.be

I was a web developer and interface designer for a medium sized studio in Gent. I was responsible for developing the in house back end systems, mobile applications, museum booth applications, websites ranging from small informative pages to fully integrated custom made e shops.

MAR 2009 - APR 2014

#### FREELANCE WEB DEVELOPER & DESIGNER

I worked as an independent web developer providing fully featured web applications and sites for small businesses and worked as a freelancer for web design studios.

AUG 2009 - SEP 2009

#### **TECHNICAL SUPPORT** UZ Gent

This was a student job where I had to provide technical support to the staff of a hospital

#### EDUCATION

2013- 2016

### **DIGITAL ARTS & ENTERTAINMENT** HOWEST Kortrijk

Drawing, 3D, C++ Programming, Physics & Maths, Game Preproduction, Game Project Pipeline, Level Design & Editing, 3D Scripting, Node Based Shaders, Rigging, FX, Character Design & Creation, Game Art Pipeline and Game Prototyping

2009 - 2010

# DIGITAL DESIGN & DEVELOPMENT Howest Kortrijk

Advanced Web Design & Development, Mobile Development, Interface Design

2005 - 2007

# MULTIMEDIA TECHNIQUES VISO Mariakerke

General media development, Drawing, Graphic Design, Web Design and Scripting.

# LANGUAGES

DUTCH

Native Language

FRENCH

Intermediate

**ORCISH**Zug-Zug

**ENGLISH**Fluent

**GERMAN** *Basic*