

Bert Van Eeckhout | 3D Artist

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8581 Kerkhove

Belgium

15th April 1986



Education

- Professional bachelor degree (BA) **DAE** ([Digital Arts & Entertainment](#))
- Professional bachelor degree (BS) **MCT** (Computer Science)
- degree technical carpentry

University HOWEST Kortrijk | 2012
University HOWEST Kortrijk | 2009
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*)