

Sandra van Gasteren

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Portfolio link: www.angrahius.com

3D Modeller

Education

Sept '11 – Feb '16 NHTV, IGAD - Game Architecture and Design, Visual Arts, Breda
Sept '04 – Juni '11 Dendron College, VWO, Cultuur en Maatschappij-pakket, Horst

Work experience

March '15 - July '15 **Graphic Artist**, Pillo Games. I created new art for the new Pillo Games, like PilloRama, as part of my internship. I created 3D models, textured these and also animated these if necessary.

July 28th '14 – August 15th '14 **Cashier and cleaner**, Océ Venlo. Summer holiday job. I made sure the kitchen was cleaned after the cooking was finished and I was a cashier during the time the cafeteria was open.

October '10 – August '12 **Cashier and shelf filler**, Kruidvat Sevenum. I had to stock the shelves with products and also give customers advice about all different sorts of products (medicine excluded)

Skills

Languages	Dutch – native speaker
	English – fluent
	German – basic
IT skills	Photoshop - expert
	Maya - expert
	ZBrush - proficient
	After Effects - proficient
	HTML, CSS and Wordpress - proficient
Other skills	Drawing - expert
	Painting – proficient

Interests and activities

Video games	Favourite genre: RPG, for example Planescape: Torment, Fallout: New Vegas
Drawing and designing	I love to draw and design things, ranging from characters to buildings to tattoo designs
Photography	I have been photographing animals, objects and landscapes for a hobby lately