

# MARIA VAN VEELLEN

## GAME ARTIST

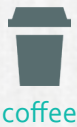
### ABOUT ME

My name is Maria van Veelen, 21 years old, from the Netherlands. I'm an enthusiast student Games and Interaction at the University of the Arts.

I like to experiment, learning new techniques and expanding my knowledge, therefore my motto is: learn something about everything and everything about something.

My dream is to become a succesful artist, maybe have my own studio for games and/or illustrations one day. I am highly motivated to finish my current education at the University of the Arts Utrecht. After this I want to study further at the NHTV for a master in game technology as lead artist

### THINGS I ENJOY



### PROFESSIONAL SKILLS

2D environment art



texturing



graphic design



concept art



implementation



animation



sculpting



modelling



### SOFTWARE SKILLS

photoshop



unity



indesign



zbrush



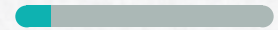
substance painter 2



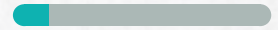
maya



3Ds Max



unreal engine



### SOCIAL SKILLS



### EDUCATION

september 2015 - current  
Game Art  
School of the Arts Utrecht

september 2014 - 2015  
Arts and Economics  
School of the Arts Utrecht

september 2012  
Pre-university Education  
Ichthus college Kampen

### AWARDS

februari 2017  
Living Lab Applied Game Jam  
Best process

### WORK EXPERIENCES

september 2016 - current  
University of the Arts Utrecht  
Year representative Game Art

december 2014 - april 2015  
Monkeybizniz  
Internship marketing

### PROJECTS

january 2016  
MindYourTone  
Project Management

march 2016  
DUP  
Business Plan

### LANGUAGES



### CONTACTS



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