



# Diederik Vastenhout

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## SUMMARY

Ambitious and highly motivated game art graduate and movement enthusiast.

## SKILLS

- Character designer/ 3D Modeler.
- Computer: Maya, Cinema 4D, Zbrush, Ndo2, Ddo, Topogun, Photoshop, Flash, After effects, Dreamweaver, Word and Powerpoint.
- Language: Dutch, English (verbal and written.)

## EXPERIENCE

### Shelfplanner, Hema

Amsterdam, The Netherlands — 2016-present

#### Accomplishments

- Working in a team to ensure the presentation of the Hema is up to standards.
- Making sure that the shelves are stocked as efficiently as possible.

### Merchandiser, Hema

Amsterdam, The Netherlands — 2015-2016

#### Accomplishments

- Working in a team to ensure the presentation of the Hema was up to standards.
- Providing customer support when needed.
- Internship supervisor
- Warehouse managing

### Lead 3D artist/co-founder, Alpha pug

Utrecht, The Netherlands — 2014-present

#### Accomplishments

- Made sure all the assets were of high quality and everything worked in-engine.
- Worked as a team to deliver high quality assets.
- Worked as the lead artist and facilitated communication between the programmers and the artists.

### 3D artist intern, Virtuagym

Amsterdam, The netherlands — 2013-2014

#### Accomplishments

- Provided high quality animations under a strict deadline.
- Worked independent and as a team to deliver high quality assets.
- Provided support on 2D animation when needed.

### 3D artist intern, Gamundo

Amsterdam, The Netherlands — 2013-2013

#### Accomplishments

- Guided and instructed a small group of interns to make game-ready assets.
- Worked as the lead artist and facilitated communication between the programmers and the artists.

## **Merchandiser, Albert Heijn**

Amsterdam, The Netherlands — 2009-2012

### **Accomplishments**

- Worked in a team to ensure the presentation of the Albert Heijn was up to standards.
- Provided customer support when needed.

## **EDUCATION**

### **NHA**

Fit!vak A —2016- present

Education to become a fitness trainer.

### **Media College Amsterdam**

Game artist, mbo — 2010-2014

We learned the basics of art, ranging from traditional arts to 3D

## **REFERENCES**

Available upon request.