Alexander Laheij

Environment Artist

Proactive Experienced Environment Artist driven to be the best at all tools and processes to create outstanding worlds!

Experience

2015.09 - 2016.07 — **Environment Artist, Dance With The Angels**
Jet-Leg (study BUAS project)
- Created Concepts mainly for props and also environments
- Created 3D Models mainly for props + (pbr) texturing
- UE4, Visual Scripted a system for building signage

2011.01 - 2011.07 — **Video Montage**
RN7
- Editing news movies and others for local TV

2010.01 - 2010.07 — **Web Design**
Wiwi Websolutions
- Design websites (Photoshop, Illustrator)

2007.09 - 2008.01 — **Web Design**
Equint B.V.
- Design websites (Photoshop, Illustrator)

Education

2011.09 - 2020.01 — **BUAS, Breda University of Applied Sciences - Bachelor Game Architecture & Design, Breda**
- Game Design & Production
- 3D modeling (Hard Surface Modeling)
- UV Mapping
- PBR Texturing
- Visual Scripting (UE4)
- Every semester worked on game-study-projects, Team Work
- Concept Art
- Programming Basics (c++) and Logic
- World Building
- Level Design
- VFX (UE4)

2007.09 - 2011.07 — **ROC, Media Design, Nijmegen, Netherlands**
- Video Editor for TV (specialization)
- Animation & Video
- Webdesign
- Graphic Design
- Art & Design

Interests

- Video Games
- Drawing / Concept Art
- <3 SciFi
- CGI in movies
- New Tech / Gadgets

Personal Info

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Date of birth
18/06/1990

Portfolio
www.alexanderlaheij.com

LinkedIn
www.linkedin.com/in/alexanderlaheij

Key Skills

- 3D Modeling ●●●●○
- Texturing ●●●●○
- UE4, Blueprints ●●●○○
- World Building ●●●○○
- Concept Art ●●○○○

Software

- Maya 2018 ●●●●○
- Substance All ●●●●○
- ZBrush 4R8 ●●●○○
- Unreal Engine 4 ●●●●○
- Photoshop 2019 ●●●●●

Language

- Dutch / English ●●●●○