



ALEXANDER LAHEIJ

ENVIRONMENT ARTIST
GAME DEVELOPER

PROFILE

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

Born: 18-06-1990, Boxmeer, Netherlands.

Interests: Drawing, SciFi, Tech & Games!

CONTACT

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Etten-Leur,
Netherlands

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SKILLS

- Unreal Engine 4
+ Visual Scripting
+ World Building
- Modeling / Maya (2018)
+ MEL Scripting
- Texturing / Substance
+ Painter
+ Designer
- Zbrush (4R8)
- Photoshop (CC 2019)
- Dutch / English
- All Office & Adobe Programs

WORK EXPERIENCE

Environment Artist, Dance With The Angels for Tokyo Games Show

September 2015 – July 2016 – Breda, Netherlands – *Jet-Leg, Study*

- Concept Art (Photoshop): Concepts for props
- Modeled (Maya) props + (pbr) texturing
- UE4, Visual Scripting: Created a system to easily create / adapt signs
- VFX: Explosions, Special-Abilities, ...
- Game earned title: Most promising Indie Game (@Tokyo Game Show)

Video Montage, RN7

January 2011 – July 2011 – Nijmegen, Netherlands

RN7 (Local News Station, Nijmegen, Netherlands)

- Created and edited movies mainly for news

Web Design, WiWi Websolutions

January 2010 – July 2010 – Nijmegen, Netherlands

- Web designer (Photoshop / Illustrator)

Web Design, Equint B.V.

September 2007 – January 2008 – Arnhem, Netherlands

- Web designer (Photoshop / Illustrator)

EDUCATION

BUAS, Breda University of Applied Sciences – Bachelor Game Architecture & Design

September 2011 – January 2020 – Breda, Netherlands

- Hardsurface Modeling, Maya (including UV-mapping)
- PBR Texturing
- Game Design in Theory and Practice
- World Building / Level Design
- Drawing, Basic Fundamentals
- C++ programming, Basic Fundamentals
- Visual Scripting in Maya
- Learned working in a productive team
- Worked on various non-commercial study game (every game a new semester)

ROC, Media Design

September 2007 – July 2011 – Nijmegen, Netherlands

- Video Editor
- Animation & Video
- Web Design
- Graphic Design
- Art & Design