



# ALEXANDER LAHEIJ

ENVIRONMENT ARTIST  
GAME DEVELOPER

I'm an 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

+31 633845129

Etten-Leur,  
Netherlands

## SKILLS

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

## WORK EXPERIENCE

### Video Montage, RN7

January 2011 – July 2011 – 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 – June 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 (Custom Buttons to speed up model workflow)
- Every semester I worked on a new non-commercial study game, with teams varying from about 6 to 12 people, Monday till Friday.
- Worked on various solo projects for a few years, improving and learning new skills:
  - Improved modeling skills in Maya,
  - Learned to texture with Substance Designer and (mostly with ) Painter,
  - Experimented with Zbrush,
  - Learned to program in UE4 for procedural art and various prototype scripts!
  - Learned to understand my strengths and weaknesses from which I gained a better work ethic and a clear direction on the goals I want to pursue in life!

### Environment Artist, Dance With The Angels for Tokyo Games Show

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

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

## GAME JAMS

- Global Game Jam (2019), Crab Game, 3<sup>rd</sup> (student) price best game!
- Epic Mega Jam (2019): YoYo Platformer Game
- VR Game Jam (2016): Simple Bird VR Game

### ROC, Media Design

September 2007 – July 2011 – Nijmegen, Netherlands

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