



ALEXANDER LAHEIJ

ENVIRONMENT ARTIST

GAME DEVELOPER

I'm an Environment Artist, driven to be the best at all tools & processes to create outstanding worlds!

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

Interests: Drawing, SciFi, Tech & Games!

CONTACT

+31 633845129

Netherlands

Portfolio

AlexanderLaheij.artstation.com

SKILLS

- Hardsurface Modeling, Maya
- Texturing w. Substance Painter & Designer
- UE4 & Unity Worldbuilding
+ *Visual Scripting Basics (Procedural art)*
- Adobe Photoshop
+ *Drawing Basics*
- Zbrush
- Quixel Suite
- Marmoset Toolbag
- Dutch / English
- Office & Adobe Programs

WORK EXPERIENCE

Junior Environment Artist, StickyLock

June 2020 – January 2021 – Etten-Leur, Netherlands
+ *Internship (BUAS): January 2020 – June 2020*

- [Unreleased Game] 1st person shooter game
 - Junior Environment / Prop Artist
 - + *World Building*

Internships for Media Design Study, 2007 – 2011

- 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
 - January 2007 – July 2008 – Nijmegen, 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, Fundamentals
- C++ programming, Basic Fundamentals
- Visual Scripting in Maya (Custom Buttons to speed up model workflow in Maya)
- 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 Painter,
 - Experimented with Zbrush,
 - Learned to program in UE4 for procedural art and various prototype scripts!
 - Learned my strengths & weaknesses, which helped me focus and make a plan!

Environment Artist, Dance with The Angels for Tokyo Games Show (Japan)

Study: September 2015 – July 2016 – Breda, Netherlands

- Concept Art (Photoshop)
- 3D modeling (Maya) and texturing props
- 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 (@Indie Boot @Tokyo Game Show)

GAME JAMS

- Global Game Jam (2021), F. Trains – A wooden toy trying to destroy a train, hardcore game.
- GMTK Weekend Game Jam: (2020), Dad's Chainsaw, Platform – dodge game. 4 people.
- Global Game Jam (2019), Crab Game, 3rd (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 Filmer & Editor
- Basic Animation Flash & 3Ds Max
- Web & Graphic Design
- Art & Design + Basics Drawing
 - Color Theory
 - Composition