



Bas Vorstenbosch

CGI developer

Education

CMGT Game Design and Production
Bachelors degree
Hogeschool Saxion Enschede
2017 - 2021

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About me

I am a passionate 3D Generalist with a strong focus on 3D modeling, while also being highly competent across the full 3D pipeline, such as shading and lighting. I am eager to continue growing my skills and expanding my expertise cross all areas of 3D production. Colleagues describe me as a fun, dependable team member who is always willing to go the extra mile to achieve the best possible result.

Work experience

Lukkien - CGI Developer Aug 2021 - Present

- Created 3D product renders for clients such as Gazelle, Rituals and Phillips using 3dsMax and Vray.
- Created 3D AR experiences with .GLB and .USDZ files.
- Worked as an Unreal artist and Unreal operator on Virtual Production productions creating Unreal environments and operating them on set.

Lukkien - Internship Feb 2021 - Jun 2021

- Researched a possible switch in Lukkiens CGI workflow to change from offline rendering to realtime rendering.

Studio X - Internship Sep 2019 - Feb 2020

- Created architectural visualisations from CAD data

Software Skill

- 3dsMax
- Maya
- Vray
- Unreal Engine
- Substance Painter
- Photoshop
- Premiere Pro