

JASON VOET

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Born in Belgium 15-05-1990

#### ABOUT ME

I'm a graduated student Digital Art & Entertainment at the Howest University College in Courtray, West Flanders.

I have a passion for 3D modeling and like to get involved into the game industry. Games have inspired me my whole childhood, and I've always wanted to create and/or recreate content for the games I've played.

My goal is to be a part of a 3D team that's focused on RPG games and make progress in developing my further 3D skills.

#### EDUCATION

Howest Kortrijk  
**Bachelor degree of Digital Arts & Entertainment** **2010-2014**

VTI Thourout  
**Secondary degree of Electro Mechanical Engineering** **2004-2010**

#### SKILLS

##### 3DsMax:

- High & Low Poly Modeling
- Retopologising
- UV Mapping
- Baking
- Rigging
- Skinning
- Animating
- MaxScript

##### Zbrush:

- Sculpting
- Retopologising
- UV Mapping

##### Adobe:

- Photoshop
- Illustrator
- Premiere
- After Effects

##### 3Dcoat:

- Retopologising
- UV Mapping

##### Unity:

- Game Design
- Javascript
- C#

##### UDK:

- Shaders
- Level Design

##### Xnormal:

- Bake Normal Maps
- Bake Ambient Occlusion Map
- Bake Vertex Color Map

##### Marmoset Toolbag

##### Marmoset Toolbag 2

##### Visual Studio:

- Basic C++

RELATED EXPERIENCE

Tondo Films : Cafard

**3D Technical Artist**

Animated 3D Movie by Jan Bultheel

Modeling, Rigging, Skinning, Simulation, Unwrapping,..

<http://www.cafard.eu/>

Internship : Larian Studios

**3D Prop And Environment Artist**

Turn-based, Fantasy, Co-op, RPG

For my Internship I worked as a 3D prop and environment artist at

Larian Studios on the game Divinity Original Sin.

<http://www.divinityoriginalsin.com/>

Integration Project 2 : Chronos

**3D Artist**

Indie game, XNA, Puzzle

On this game I created the UI, HUD, 3D models and characters.

Integration Project : Fhenzen

**3D Artist**

Indie game, UDK, Hack & Slash

On this game I created the HUD, All Environmental objects and some of the characters.

Concept art | Animations | Character art by Bruno Lebrun

LANGUAGES

Dutch - native language

English - speak fluently and read/write with high proficiency

French- speak, read, and write with basic competence

HOBBIES

I love playing various games to expand my knowledge and experience different kind of gameplay. Beside that I've been team leader in a youth organization for 5 years and have a creative mind about creating games. I also love to watch a good movie or an animated film. I enjoy reading comics and books and then watch the TV shows based on it.



CONTACT

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