

# Kevin Saey

3D animator | hard-surface modeller

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Date of birth: September 8<sup>th</sup> 1992

## - Profile:

A Junior 3D artist with a passion for animation and architecture.

## - Professional Goals:

To be part of a creative animation team, assemble an extensive skill-set, excel in animation.

## - Education:

Sep 2008 - Jul 2010 Informatics and Management - Sint-Jozefsinstituut Bruges

Sep 2010 - Jul 2013 Digital Arts and Entertainment - University College of West- Flanders

Sep 1998 - Jul 2005 Resitation and theatre lessons - Part time art education at the art academy of Aalter

Sep 2008 - Jul 2010 Drum and solfege - Part time art education at the art academy of Aalter

## - Experience:

Worked as technical artist/ animator on two indie games, one for the imaginecup 2012:  
The small escape and Nanopulse

## - Software:

Good Autodesk 3DsMax - Adobe Phoshop/ Dreamweaver - Microsoft Office

Average Pixelogic Zbrush - Adobe Premiere / Illustrator - EyeonFusion - Autodesk Maya (animation) - Vray

Notions Autodesk Maya

## - Achievements

2009 Second place at the solar olympics of GroepT

2010 Internship hard-/software repair at the computerkliniek (2 weeks)

2007 - Today Worked in team at different bars and restaurants

## - Hobbies:

Gymnastics - Karate - Ninjutsu

## - Language:

Native speaker Dutch

Good English

Average French