**Alexander Laheij**

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Breda, Netherlands – Dutch nationality

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**Environment Artist** – 4th year student IGAD / NHTV

*I am looking for an internship as an environment artist in the field of the games industry as part of my education. My goal for the next couple of years is to specialize in 3D and 2D art, understand how other companies work, develop games and solve problems.*

**EDUCATION**

 *September 2011 - Today*

**Bachelor in International Game Architecture & Design** – NHTV University of Applied Sciences, Breda, Netherlands

( Expected graduation: July 2017 )

Relevant modules: (Game-Design, Visual-Arts, Computer-Graphics, Level-Design, Industry preparation, GameLab\*)

Specialize Game Project: Worked on the game (Dance With The Angels) to improve current skills.

\***GameLab**: One day a week, we work in a team of students on a game to teach us how to work together and get an understanding of working in an actual work environment. This helps you get skilled outside a school environment.

2007 – 2011

**Media Design, ROC Nijmegen**

MBO. Learned to use all Adobe programs, 3D max, Final Cut Pro, Basics HTML.

* 2 traineeships in web design (also used Google Sketch up)
* 1 traineeship in audiovisual for a local TV station (Nijmegen1) for the city of Nijmegen

**PREVIOUS WORK EXPERIENCE**

> Worked on **Dance With The Angels** (game) for +/- 1 year (modelling, concepting & VFX improved).

> GameLab: Working in a team at school on a game one day a week for 1/4 of a study year.

> Worked on various student-games during the project days, where I learned various skills.

**COMPUTING SKILLS AND LANGUAGES**

**Advanced knowledge:** Autodesk Maya 2016, Quixel, Photoshop, UE4, Concepting

**Proficient:** Action-Script 3.0, 3D max, After Effects, Google-Sketch up, VFX, Game Design, Art Lead

**Dutch:** Native language

**English:** Fluent

**INTERESTS AND ACTIVITIES**

**Video Games:** Survival, Adventure, City-building, Shooter, Exploration-like games.

**Documentaries:** I want to know everything about everything.

**Movies:** Sci-Fi, Action, Comedy, Adventure, Animation, Story driven movies and with good CGI.

**Hobby:** Building a level, checking out concept art or 3D art online or just draw things.