

Rogier Stam Cv

Personal data

First name: Rogier
 Surname: Stam
 Date of birth: 09/29/1991
 Place of birth: Warmenhuizen, the Netherlands
 Place of residence: Alkmaar, the Netherlands
 Nationality: Dutch
 E-mail: rogierstam91@gmail.com
 Phone number: 06 10780279
 Marital Status: Single

Work experiences

<u>Period</u>	<u>Function & activities</u>	<u>Company</u>
2017 – 2018	2D & 3D Artist, 3d visualisations in 3ds Max. 2D posters & illustrations in Photoshop. Video editing & animation in Premiere Pro.	HB Adviesbureau, Alkmaar
2016 - 2017	Contracts & system	GP Groot, Alkmaar.
2015 - 2015	Computer inventory	NRG & ECN, Petten.
2014 - 2015	Artist for Lumini. 3D modeling, Uv mapping, texturing, rigging, weight-painting & animating.	Speelbaars, Hilversum.
2014 - 2014	English discussion leader	Wantospeak, Seoul.
2013 – 2014	2D & 3D Game asset artist	Tygron Serious Gaming, Den Haag.
2012 - 2012	Seasonal work, assisting customers with transitions & blocking/deblocking passes.	Rabobank Alkmaar & Omstreden, Alkmaar.
2010 - 2011	Production employee at the 3D department. Modeling 3D clothing & texturing clothing.	Mimic Me, Amsterdam

Education

<u>Period</u>	<u>Education</u>	<u>School & diploma</u>
2014 - 2015	Master of Art: Creative Design for Digital Cultures	Hku, Utrecht school of the arts. Graduated 2015
2011 - 2015	Bachelor of Art: Game art	Hku, Utrecht school of the arts. Propaedeutics achieved in my first year of college. Graduated 2015
2014 - 2014	Animation exchange student	Korea National University of Arts. Graduated 2014
2007 - 2011	Game Design	Media College Amsterdam. Graduated 2011

Software knowledge

Autodesk Maya

- Modeling, UV maps, texturing, rigging, weight-painting & animating

Autodesk 3ds Max

- Modeling, UV mapping, texturing, animating

Corona Renderer

- Lighting

Adobe Photoshop

- Photo manipulating, sketching, digital painting & web design.

Autodesk Maya

- Modeling, UV maps, texturing, rigging, weight-painting & animating

Autodesk 3ds Max

- Modeling, UV mapping, texturing, animating

Corona Renderer

- Lighting

Hobby's

Esports

- Super Smash Bros, Fighting games, Blizzard games!

Digital Painting

- Concept art, illustration, fan art

Sports

- Coming from a waterpolo background, I still enjoy swimming on a weekly basis