



Hanne van de Vijver

Animator and
rigger

Contact:

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Language:

Dutch: Native language

English: Fluent

Hobbies:

Karate

Macro photography

Sewing

About me

I have 3 years of experience as a rigger and animator for a small indie game company. In that time, I learned a great deal about game animations in unreal engine and structuring animation optimized and ready for programming. I am an excellent team player and I am prepared for the adventure.

I'm looking for a job as an animator and rigger preferably in the gaming industry. I'm also interested in Mo-cap.

Experience

Spring 2017: Exiin internship

Animator and rigger for the game:

Ary and the secrets of seasons

11/2018- 1/2019: Exiin

Animator and rigger for the game:

Ary and the secrets of seasons

4/2019 - 3/2022: Warcave

Animator and rigger for the game:

Black Legend

Education

TIHF Brugge (Maricolen)

2010-12 Beeldende en architecturale kunsten

:Visual and architectural arts

2012-14 Vrije beeldende kunst

:liberal arts

Howest (University College West Flanders)

2014-17: Digital arts and entertainment. 3d and VFX

2017-18: Digital arts and entertainment. Game Graphics

Skills

Maya:

animation, rigging, texture

Unreal engine:

animation

Houdini

animation, rigging, 3d

ZBrush:

modelling

PhotoShop:

painting

Premier Pro:

editing

substance painter:

PBR_material