

# Yok Meyer

3D Artist / CG Generalist | Copenhagen, Denmark

[yokmeyer@yokmeyer.com](mailto:yokmeyer@yokmeyer.com) | [www.linkedin.com/in/yokmeyer/](http://www.linkedin.com/in/yokmeyer/) | skype: yok.meyer

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| EXPERIENCE: | Ghost VFX, Copenhagen, DK<br>3D Artist                               | Present - 04/2021 |
|             | JN Gruppen A/S, Kolding, DK<br>3D Architectural Visualisation Artist | 04/2021 - 01/2021 |
|             | TGB VFX, Copenhagen, DK<br>3D Artist Intern                          | 12/2020 - 08/2020 |
|             | BaconX, Copenhagen, DK<br>3D Artist Intern                           | 10/2019 - 06/2019 |

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| SKILLS: | SOFTWARES:        | SKILLS:     |
|         | Maya              | Modeling    |
|         | Mari              | Texturing   |
|         | Nuke              | Look Dev    |
|         | V-Ray             | Lighting    |
|         | Arnold            | Compositing |
|         | ZBrush            |             |
|         | Houdini           |             |
|         | Substance Painter |             |
|         | 3Ds Max           |             |

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| EDUCATION: | - The Animation Workshop, Bachelor in Computer Graphic Arts<br>2021 - 2017                     |
|            | - The Animation Workshop, Professional Training Course in Visual Effects<br>Fall Semester 2019 |
|            | - The Drawing Academy, Classical Drawing Course<br>Fall Semester 2016                          |

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| REFERENCE: | Rune Holst Månsson<br>3D Lead, The Mill<br><a href="mailto:holst.rune@gmail.com">holst.rune@gmail.com</a> | Chris Smallfield<br>CG Supervisor, Trixter<br><a href="mailto:csmallfield@gmail.com">csmallfield@gmail.com</a> |
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