

# ALEXANDER VERVAET



## 3D ARTIST / VR DEVELOPER

### PROFILE

3D Artist and VR developer with more than 7 years of experience designing virtual environments and scripting interactive experiences for national and international customers.

Interested in history. Fluent in Dutch and English.

### CONTACT

Mail: [a.vervaet@hotmail.com](mailto:a.vervaet@hotmail.com)

Phone: +32 475 73 56 76

BTW: BE 0771.685.181

Portfolio: <http://alexandervervaet.be/>

### EXPERIENCE

**January 2022-Now:** 3D Artist & VR Developer as a Freelancer.

<http://alexandervervaet.be/>

*Projects:*

- Hidrodoe (VR Experience)
- Medusa (AR Experience)
- JBL (VR Game)
- Historium Upgrade (VR Experience & Digital Assistant)
- Sacred Books (Carmelites Bruges) (AR Experience)

<https://www.sacredbooksbruges.be/>

- Astrofall (Game)

**August 2017-November 2021:** VR/AR Developer at Bliss/Happiness.

<https://blissmaker.studio/>

3D Modelling and programming of VR/AR Applications and 3D Visualisations.

*Projects:*

- VisitFlanders visitor centrum (Digital Assistant)
  - The Ghent Altarpiece: <https://www.sintbaafskathedraal.be/nl/lam-gods-ar-tour/>
  - Sacred Books (English Convent) (AR Experience)
- <https://www.sacredbooksbruges.be/>
- Diksmuide Phoenix 2020 (CGI Film)
  - Trazberg: <https://blissmaker.studio/project/tratzberg>
  - ChocoStory: <https://blissmaker.studio/project/chocomuseum>
  - DVV (VR Experience)
  - Ten Duinen Abbey: <https://blissmaker.studio/project/abbey-of-the-dunes-koksijde>
  - Centrum Ronde Van Vlaanderen (VR Experience)



**March 2016-July 2017:** VR/AR Developer at former Sevenedge.

Sevenedge has been acquired by Bliss/Happiness.

3D Modelling and programming of VR Applications and games.

*Projects:*

-World War I (VR Experience)

-Historium (Steam Edition):

[https://store.steampowered.com/app/563830/Historium\\_VR\\_Relive\\_the\\_history\\_of\\_Bruges/](https://store.steampowered.com/app/563830/Historium_VR_Relive_the_history_of_Bruges/)

-Willemsoord: <https://www.weldadigoord.nl/weldadige-oorden/vr/>

-Driftwatch: <https://blissmaker.studio/project/driftwatch>

-CMine: <https://blissmaker.studio/project/c-mine-vr-experience>

**August 2015-April 2019:** Volunteer work as 3D Animator for Cornered Rat Software.

<https://www.wiionline.com/>

Rigging and animating weapons and FPS characters.

**October 2015-March 2016:** Volunteer work as 3D Artist for Avalon Games LLC.

<https://www.indiedb.com/games/sovereign-story>

Creating modular assets for the level designers.

**February-June 2015:** Internship as a 3D Environment Artist at Fantazm, 's Hertogenbosch, Netherlands.

<https://www.fantazm.com/>

Creating 3D Environments for the Oculus Rift, GearVR and iPad.

## SKILLS

- High- and Low poly modeling with 3DsMax
- Rigging and skinning with 3DsMax (hard and soft surface)
- Keyframe animating with 3DsMax (hard and soft surface)
- Texturing using Photoshop
- Level designing, editing, and scripting with Unity
- Level designing and editing with UDK and Unreal 4
- Creating applications for Mobile, GearVR, Oculus Rift, HTC Vive and Hololens
- Working knowledge of C#
- Knowledge of ZBrush, Substance designer and Substance Painter
- Knowledge of HLSL and C++
- Various tools like XNormal, Handplane and Granny

## EDUCATION

**2011-2015:** Bachelor in Digital Arts and Entertainment at Howest, Kortrijk, Belgium

**2005-2011:** Highschool: Economics-Modern Languages at Sint-Jozef Klein Seminarie, Sint-Niklaas, Belgium