

# Vincent Vangeel

## Freelance 3D artist

### Info:

- Full name: Vincent Vangeel
- Born: 05 januari 1993
- Nationality: Belgian

### Contact info:

- Address: Ghent, Oost-Vlaanderen (Belgium)
- Email: vincentvangeel@hotmail.com
- Phone nr: +32 494 49 62 48

### Goal:

- My goal is to learn new skills and improve my existing skill base, meet inspiring people and to work on projects that inspire others.

### Education:

- Digital arts and entertainment (Major game graphics production) 2011 - 2014  
<http://www.digitalartsandentertainment.be>

### Employment experience:

- Freelance 3D artist, September 2015 - current  
[www.vincentvangeel.be](http://www.vincentvangeel.be)  
Worked on: Hunting Simulator (1 and 2), FIA European Truck Racing Championship
- Neopica (2D/3D artist), September 2014 - Oktober 2015  
<http://neopica.com/>  
Contact person: Peter Vermeulen  
Worked on: Astérix Le domaine des dieux, I love my Cats/Dogs, I love my Pony
- LuGus Studios (2D/3d artist internship), February 2014 - June 2014  
<http://www.lugus-studios.be/>  
Contact person: Kevin Haelterman  
Worked on: Iron age village Asset pack, Fractured Realm, Super Gerrit, Planet Pinball

### Languages:

- Dutch: Native
- English: Fluent
- French: Basic
- German: Basic

### Hobbies:

- 3D printing
- Virtual reality
- Gaming

### Program knowledge:

- 3DsMax/Maya
- Houdini
- Photoshop
- Unreal 4
- Unity
- Zbrush
- SpeedTree
- Subst. Painter
- Subst. Designer
- World Machine
- Marv. Designer
- After effects
- Premier

### Skills:

- Modeling
- Sculpting
- Unwrapping
- Texturing
- PBR
- Shaders/ Lighting
- Level design/ Decoration
- Animation
- Scripting
- Rigging
- Skinning
- UI/HUD
- C#
- Html

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### Projects and responsibilities:

- Hunting Simulator 2 (2020 - PC, PS4, Xbox One, Switch):  
Trailer: <https://youtu.be/AKlyo9CjES4>  
Developer: Neopica  
Publisher: Nacon  
Engine: Unreal engine 4  
Responsibilities: - Creating vegetation in Speedtree  
- Creating vegetation pipeline and outsourcing assets (Dhruva)  
- Technical setup (Collisions, Navmesh, Billboard Imposters, Materials Vegetation)
- FIA European Truck Racing Championship (2019 - PC, PS4, Xbox One, Switch):  
Trailer: <https://youtu.be/3XJh7p08drs>  
Developer: N-RACING  
Publisher: Bigben Interactive  
Engine: Kylotonn Engine  
Responsibilities: - Creating 3D assets (Modeling high/lowpoly, Unwrap, Texturing, Implementing)  
- Level decoration and outsourcing of environmental assets (Dhruva, Freelancers)  
- Technical setup (Raceline and AI spline setup, breakable objects ...)
- Hunting Simulator (2017 - PC, PS4, Xbox One, Switch):  
Trailer: <https://youtu.be/ubCo3pvXNAk>  
Developer: Neopica  
Publisher: Bigben Interactive  
Engine: Unreal engine 4  
Responsibilities: - Creating landscape setups in World Machine (Heightmap + materials)  
- Creating 3D assets and vegetation (Full setup)  
- Implementing outsourced art (Rabcat) and assets packs  
- Technical setup (Collisions, Navmesh, Billboards, Optimizations)
- Astérix Le Domaine des dieux, I love my Pony, I love my Dogs/Cats (2014/2015 - Nintendo 3Ds):  
Developer: Neopica  
Publisher: Bigben Interactive  
Engine: Nintendo tools  
Responsibilities: - Creating 3D cartoony assets (Full setup)  
- Implementing and optimizing assets delivered by Freelancers  
- 2D and UI design
- Pinball planet, Super Gerrit, Unity asset pack (2014 - PC, Mobile):  
Developer: LuGus Studios  
Engine: Unity  
Responsibilities: - Creating 3D assets (Full setup)  
- 2D and UI design

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