

Carlina Zeeman

3D Artist | 3D Animator | Colorist

I studied Communication & Multimedia Design, majoring in Game Design & Development, at the Hanze University of Applied Science. Initially, my goal was to become a 3D artist, but I discovered a love for 3D animation and colour work along the way. Now, fresh out of college, I am ready to enter the workfield!



Contact

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- Groningen, Nederland

Experience

3D Art and Animation Intern

Inition Ltd.
London, United Kingdom

9/2017 - 1/2018

Skills

| | | |
|---------------|-------------|--------------|
| 3dsMax | Maya | Unity3D |
| Photoshop | Illustrator | Premiere Pro |
| After Effects | Verse | Agile Scrum |

Education

Film, Television, and Multimedia
Sungkyunkwan University,
Seoul, South Korea
3/2018 - 7/2018

Communication & Multimedia Design
Hanze University of Applied Science,
Groningen, The Netherlands
9/2015 - 7/2019

VWO
Winkler Prins
Veendam, The Netherlands
9/2009 - 7/2015

Personal Competencies

| | | |
|------------|-------------------|---------------|
| Creative | Critical Thinking | Flexibel |
| Punctual | Problem-Solving | Communicative |
| Teamplayer | Independent | Studious |
| Motivated | Organized | Hardworking |

Languages

Dutch - Native Language
English - Fluent (Speaking, Reading, Writing)

Hobbies and Interests

Music, playing bass guitar, movies and TV shows, cooking, baking, ice skating, basketball, writing, reading, art, video games, travelling