

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 workforce!



Contact



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Groningen, Nederland

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

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

Personal Competencies

Creative

Critical Thinking

Flexibel

Punctual

Problem-Solving

Communicative

Teampayer

Independent

Studios

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