

# Meinte van der Spiegel

## 3D Artist

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### Summary

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Having been a part of small teams, I got to work closely together with both programmers and game designers. Even though 3D is my strong suit, being part of a small team allowed me to branch out and try my hand at other areas of game development, such as concept art, particles, and dressing levels. I also had the opportunity to develop the style for our game and maintain it throughout the project.

I enjoy exploring and learning new things, both to expand my tool set or to improve my quality and/or speed.

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### Experience

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#### Two Tribes / 3D Artist

2009 - PRESENT, The Netherlands

- RIVE (currently in development), only artist on the team, responsible for style development, most of the concept art, and all 3D modeling, animations, particles and level dressing.

- Toki Tori 2, responsible for the style development and all the 3D modeling, animations, some concept art, particles and level dressing.

- Swap This!, I was responsible for the 3D modeling and animating of the creatures in this game. As well as 4 trailers for marketing purposes.

- Ice Age 3 (mobile game) , a 3 month long project where I was responsible for animating the 3D models which were supplied to us by another studio. And some minor 3D modeling for the environment objects.

- Rush, responsible for the animations and the 3D backgrounds.

- Toki Tori, helped the team on porting the game to another platform, which required a lot of the animations to be either edited or redone. Also worked on new marketing trailers.

#### Two Tribes / 3D Artist Intern

2008 - 2009, The Netherlands

- Rubik's World, during my internship I worked together with 2 other 3D artists to create all the animations and 3D backgrounds for both the Wii and DS release.

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**Software**

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Adobe Photoshop

Autodesk Maya

Autodesk 3Ds Max

Pixologic Zbrush

Pilgway 3D Coat

Xnormal

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**Education**

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**Deltion College Zwolle / Animation and Game Design**

2005 - 2009, The Netherlands

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**Language**

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**Dutch / Native**

**English / Fluent**