



PERSONALIA

Name: Marvin Roelofs
Adres: Gasthuisring 13a
Zipcode + Residence: 5041 DP, Tilburg
Phone number: 0630726002
Email: info@marvinroelofs.com
Date of birth: 9 Juni 1986
Place of birth: Oss
Gender: Male
Nationality: Dutch



WORK EXPERIENCE

2017 - PRESENT

AvaDent

Function: 3D Designer

Work activities: I am part of the design team responsible for researching, designing and creating digital dentures.

2017 - PRESENT

Ascom Polyester (Freelance)

Function: 3D Visual Artist/Sculptor

Work activities: I am responsible for making themed models and sculpts for rollercoasters that will be built and used on real rollercoasters.

2016 - 2017

Nixxes

Function: 3D Animator

Work activities: I was part of the animation team that is working on a "to be announced" AAA game. I worked on character and environment animations.

2016

Chimpworks

Function: 3D Visual Artist/Level Designer

Work activities: I'm responsible for all the 3D modeling at Chimpworks. I also implement and test the models in Unity. Other work activities include level design.

2015 - 2016

Topia Team

Function: Lead Artist

Work activities: I lead the art team and assisted the team where needed.

2015

Topia Team

Function: 3D Visual Artist

Work activities: Because Topia Team has a relatively small art team the work was very diverse. One day you worked on a character, the next day you helped with game design.

2013

M2H (Freelance)

Function: Level Designer

Work activities: I created 6 new racing tracks for the expansion of the game Highway Rally made by M2H.

2013

Sticky Studios (Freelance)

Function: Animator/Prop modeler

Work activities: I created several 3D props and worked on the rig of the main character for the game of the movie "Gangster Squad" from Warner Brothers.

2012 - 2013

Rife

Function: Art Lead

Work activities: My responsibilities were guiding all the art related things within the company.

2012

Sticky Studios (Freelance)

Function: Character Rigger/Animator

Work activities: I rigged 12 characters for the advert game "Batman the Fire Rises" for the film "The Dark Knight" from Warner Brothers.

2012 - PRESENT

Marvin Roelofs

Function: Owner

Work activities: This is my own freelance company which is mainly focused on 3D animation but also other disciplines within game development.

2007 - 2013

RageSquid

Function: Lead animator/Character Designer.

Work activities: I was responsible for the complete character pipeline. I also worked on level design and testing.



EDUCATION

2007 - 2015

NHTV University of applied sciences

International Game Architecture and Design

HBO

Specialization: Unity research on animation

Graduation: Created a game on my own in Unity
(Diploma acquired)

2003 - 2007

Eindhoven School

Multimedia Design

MBO, Niveau 4

Specialization: Animation

(Diploma acquired)



SOFTWARE KNOWLEDGE

Maya

Unity

Photoshop

Zbrush

Illustrator

3Ds Max

Unreal Engine