

Personal Information

Name: Arno Schmitz

Residence: The Netherlands

For my adress and phone number please mail me at info@arnoschmitz.com

E-mail: info@arnoschmitz.com

Web: www.arnoschmitz.com

Work Experience

2013 : **Character Artist at Guerrilla Games**
Amsterdam (Full-time Job)

- CURRENT POSITION

2012 : **Junior Character Artist at Guerrilla Games**
Amsterdam (Full-time Job)

2009 : **Modeller at Playlogic**
Breda Prinsebeek (Internship)

2010 : **Graphic Artist at Oscar Chiaradia Studios**
Amstenrade (Freelance Job)

Degrees

- 2011 Successfully completed the Intensive Drawing Program at Florence Academy of Art.
- 2010 Graduated **Cum Laude** at NHTV internationale hogeschool Breda with a Bachelor's in Game Architecture and Design. Specialized in Character Creation (Concepting, Modelling, Texturing).
- 2006 Obtained my HAVO degree with NT-Profile
Subjects : Math B2, Science , Chemistry, Economy, English, German, Dutch, Visual Art, Gym.
- Drivers license (B)

Courses

- 2013 I Did the Anatomy for Artist On-Site Masterclass taught by Scott Eaton.
- 2013 Successfully completed the Hard Surface Character Modelling course taught by Josh Herman.
- 2011 Successfully completed the Intensive Drawing Program at Florence Academy of Art.

Shipped Games



Killzone: Shadow Fall



Fairytale Fights

Software packages

Completely familiar with :

- Autodesk Maya
- Autodesk Mudbox
- Adobe Photoshop
- Mental Ray for Maya

Basic Knowledge of :

- Autodesk 3DS Max
- Adobe After Effects
- Adobe Flash
- Adobe Premier
- Adobe Illustrator
- Marvelous Designer
- Pixologic Z-brush
- SideFX Houdini
- Unreal Editor (Version 2003, 2004 and 3)

Intrests and additional information

Interests : Visual arts, drawing, movies, games and CG art

- Motivated, Competent, Serious and learns fast.
- **The Huygens Scholarship has been awarded to me.**
- **Recently been awarded a 3DTotal Excellence Award.**
- Published work in various books.
- Good knowledge of anatomy.