

# Rens Heeren

www.rensheeren.com - mail@rensheeren.com  
T: 0049 170 5895 110

## RELEVANT SKILLS

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### General:

- Experience with animation, lighting, shading, modelling, rigging, effects work and concept design for commercial projects.
- Created a short animation film from concept to final as the graduation project for the Vancouver Film School.

### Software:

- *3D*: 3DS Max, Softimage.
- *Render*: V-Ray, mental ray.
- *Post*: Nuke, After Effects, Photoshop, Premiere.
- *Other*: FumeFX, Krakatoa, PFlow, Boujou, Realflow.

Maxscript and VBScript scripting. Also basic C++ for shader writing.

## CG WORK EXPERIENCE

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| <b>01/2008 - Current</b> | <b>MACKEVISION Medien Design GmbH</b><br>- Full-time 3D Artist.  |
| <b>02/2007 - 11/2007</b> | <b>CG Freelance (Remote)</b><br>- Clients include Intel, Hong Kong International Airport, Schindler, Barclays. |
| <b>08/2006 - 10/2006</b> | <b>Vancouver Film School</b><br>- Practicum Teaching Assistant - Animation.                                    |

## EDUCATION

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| <b>2005 - 2006</b> | <b>Vancouver Film School - 3D Animation &amp; Visual Effects</b><br>- Animation stream.   |
| <b>2004 - 2005</b> | <b>University of Tilburg</b><br>- Short courses in Sociology, Economics, Philosophy, Politics.                                    |
| <b>2001 - 2004</b> | <b>AVANS Hogeschool (Polytechnic) - Architecture</b>  |
| <b>2000 - 2001</b> | <b>Technical University of Eindhoven - Architecture</b>   |
| <b>1999 - 2000</b> | <b>ROC Eindhoven - VWO (Gymnasium)</b><br>- Graduated with: Dutch, English, Economics I, Geography, Mathematics A and B, Physics. |
| <b>1993 - 1999</b> | <b>Strabrecht College Geldrop - VWO (Gymnasium)</b>   |

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REFERENCES AVAILABLE UPON REQUEST.