



Tom Hodes

3D Generalist

 Delden, Nederland

Profile

I am an ambitious 3D Generalist with more than 5 years of experience in devising and translating concepts into professional 2D / 3D applications. I have gained my expertise in 3D modeling / scanning / printing / animation / texturing / lighting / rendering. I am skilled in dealing with complex challenges and I have a strong desire to work on wonderful creative projects with a talented team.

Work experience

Feb 2018 - Heden

3D Generalist, MediaMonks

Hilversum

After completing my internship I am working as a 3D Generalist for the post-production department within MediaMonks HQ. MediaMonks describes itself as a “global creative production company” that focuses on (prize-winning) campaigns, advertisements, films, websites, apps and VR / AR experiences / games for large international companies, brands and markets. Within my position I am mainly responsible for modeling, textures, lighting, animating and rendering 3D objects / scenes / characters for digital projects. Customers I have made work for include Google, Toyota and Unilever.

Feb 2011 - Jan 2018

My own company for print and surface design

Hengelo

As a textile and wallpaper designer I created international textile and wallcovering collections for companies from Germany, China and Russia. For my designs I used a lot of both 2D and 3D programs. Within my profession I dealt with different types of materials, structures, surface treatments and patterns.

Studies

Sep 2013 - Jun 2019

Art and Technology

Saxion, Enschede

During the Art and Technology study program, I thoroughly studied various disciplines that focus on creative media. I have acquired various graphic applications, 2D / 3D software, video / image editing, VR, AR, websites, photography, design and animation.

Personal details

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Geboortedatum:
24 - 07 - 1992
Hengelo

Portfolio

www.tomhodes.com

Social

Skills

Zbrush
Maya
Cinema4D
Arnold
Vray
Keyshot
Substance Painter
Substance Designer
Substance Alchemist
Solidworks
3dsMax
Moi3D
Marvelous Designer
R3DS Wrap
Unreal Engine
Unity
Unreal Engine
Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe After Effects
Adobe Lightroom
Agisoft Photoscan Pro

Sep 2012 - Feb 2013 Design Academy

Eindhoven

During my studie at the Design Acamy Eindhoven I learned various disciplines in design. In addition to focussing on the functionality of design, I learned to work with manual tools and techniques such as welding, sculpting and mold making.

Other skills

3D Scanning
3D Printing
Lasercutting
Drawing
Photografie

Sep 2011 - Feb 2012 Industrial Product Design (IPD)

Saxion, Enschede

During my studies at the IPD I first came into contact with 3D CAD software, including Solidworks. I also learned a lot about materials, production techniques and conceptualizing designs.

Languages

Nederlands (native language)
● ● ● ● ●
English
● ● ● ● ●
German
● ● ● ● ●

Internships

Sep 2017 - Feb 2018 Internship 3D Generalist, MediaMonks

Hilversum

Within the post-production department of MediaMonks I was responsible as a trainee for modeling and textures of 3D models that were implemented in large digital productions. For my graduate internship (Art and Technology) I conducted a study to improve the 3D texturing pipeline within the post-production department. I have developed an application in which almost any surface can be converted into a usable 3D material.

Hobbies

Drawing
3D sculpting
Photografie
Running/Walking
Watching Movies
Kooking

Sep 2015 - Feb 2016 Internship 3D Generalist, Studio MAD

Almelo

During my internship at Studio MAD I was responsible for the design of 2D / 3D stills & animations for advertising, corporate presentations, video editing, compositing, projection mapping and decor. I did projects for companies like Thales, Brasil Foods SA and FC Twente.

Feb 2015 - Jul 2016 Minor Crossmedia Design, AKI Artez

Enschede

For my Art and Technology study I did my minor at the Crossmedia Design course at the AKI, where I studied graphic design, photography, drawing, 3D animation and typography.