3DBURO

CV

CURRICULUM VITAE - 2021

OLIVIER WYMEERSCH - ALIAS 3DBURO
2D/3D GENERALIST / DESIGNER / ANIMATOR

KEY STRENGHTS

- Rock-solid drawing & animation skills (Both tradional and digital, 2D/3D).
- Agile workflow, always keeping future updates and/or rollbacks in mind and in control.
- Versatile background in interactive programming and design, with problem solving attitude.
- Pixel, vector and vertex precision!

1. PERSONALIA

OLIVIER WYMEERSCH

Gasstraat 23 / 9160 Lokeren / BE
°05/02/1978, Sint-Niklaas
Marital status: Unmarried
Driver's License: Type B

LANGUAGES

Dutch: Native
English: Advanced
French: Conversational

QUALITIES

* Senior Self-employed, with over 19+years of professional hands-on experience.

* Creative skills span the full range of audio-visual productions and design:
Everything from concept art into presentation pitch, print, online, interactive,
broadcast or cinema format.

* Levelling-up specialization of translating ideas into fresh, new realities & experiences daily.

2. EDUCATION

K.A.S.K. - SCHOOL OF ARTS

Ghent, 1997 - 2002
Graduated Master
Audio-visual Arts & Animation.

SINT-LUCAS

Ghent, 1995 - 1997
Finished High School/Humaniora
A.R.O. (Artistic Education)

LUCA
SCHOOL
OF
ARTS

3. EXPERIENCE

3DBURO

01/01/2012 - present (100%)
Founder - Owner
2D/3D Generalist / designer / animator

3DBURO

ART INVADERS

19/11/2004 - 30/09/2011 (100%)
Co-owner - Lead graphic / webdesigner
(Resigned voluntarely, 30/09/2011)

ARTINVADERS

NIOLAN ENTERTAINMENT

01/09/2003 - 30/06/2004 (100%)
Internship
Concept / character / storyboard artist

4. WORKFLOW

Stage 1. Exploration

Drawing is like my mothership, it's where my passion lives and where the whole process begins.
I'm totally inspired both by the natural world and future technology. We live in amazing times!
With my trusty set of pencils and markers i explore how best to bring ideas to life.
The good times roll because my studio pulses with a rockin' cocktail of up-tempo music!

Stage 2. Conceptualization

Refining new shapes, styles and structures gets my blood pumping FAST!
Technical specs, budget guidelines and a solid production framework form the backbone of the trip.
This is where idea, sketches and computer-generated art come together at light speed.
Clients enjoy a series of options from which the best destination is chosen.

Stage 3. Realization

Space dust becomes solid working prototype.
Rough concept sketches turn into product renders, logotypes, character sheets, storyboards and 2D/3D models.
Final stage brings delivery of polished design work, animated content or launch of a rocking
new interactive experience.
The bubbles are corked!!Celebration time at the studio!

5. MISSION & FUTURE GOALS

On a fast-forward mission to conceive & create innovating digital new media.

Creative skills and services span the full range of audio-visual productions and design:
Everything from concept art into presentation pitch, print, online, interactive, broadcast or cinema format.
Level-up specialization of translating ideas into fresh, new realities & experiences!

6. # DIGITAL DESIGN
My second nature, since Y2K.

CREATIVE WEAPONS OF CHOICE

- Technical pencil, pens & markers.
- 2D Digital: Adobe® Creative Suite, Autodesk® Sketchbook pro, Wacom® Cintiq, mobile apps to sketch on the go.
- 3D Digital: Autodesk Maya®, Blender®, Currently exploring Unity® and Unreal®
- Audio production: Propellerhead® Reason & Record, FL Studio®, AKAI® MPK49, turntables, bass guitar & analog effect modules.
- Scripting/programming: Microsoft Visual Studio Code®
- Photography & Filmmaking: Canon® 5D & 7D with custom built rigs and stabilizers.

SKILLS

- To spawn and render ideas directly on paper, with pencils and markers preferably.
- 2D Graphic & motion design, Pixel & vector treatments, Infographics, logo/typo, layout, UI, illustration and character design.
- 3D Design & animation: Modelling, UV-mapping, rigging, lighting, dynamics, particle systems, animating & rendering.
- Audio production: Sampling, beatmaking, Midi sequencing and composing soundtrack/film music.
- Scripting/programming: HTML5, CSS3, XML, FLASH AS2/AS3, Wordpress, Maya MEL.
- Photography & Filmmaking: Setup and control DSLR's (ISO/F-stop/Shutter), image/video editing, compositing & post FX.

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7. PROJECT EXPERIENCE (Relevant Selection)

— Technology —

Auro-Technologies

Auro-3D Crux™ & Mensa™ - Tasks: 3D Production modeling, presentation mockup designs & 3D beauty renders.
Auro-Matic® Pro - Tasks: Vector Graphics & asset creation - UI Design.
Beautifyer™ - Tasks: Vector Graphics & illustration, UI assets.
Plus an array of website visuals, infographics & motion design.

Supervised by Director/Producer Mark Vanco (U.S.A.)

— Editorial —

Headline\TBWA

What's Up Magazine spreads (Engie / Fabricom) - Tasks: Concept art to final print - based on copywriter's input.
Various 2D/3D Illustrations and infographics.

Ref. Ann De Beukelaer & Valerie de Vooght

— Fashion (Various brands & labels) —

Essentiel Antwerp - Thot Memphis - GAB - Zilton - Scapa Sports - Walt.

Tasks: Brand ID, Design Logotypes, illustrations & prints for apparel (SS-AW), production graphics,
screens for final printing/embroidery. (All)

Refs. Jurgen Van Cauwenbergh - Grace Van De Velde - Anse Van Gestel - Walter Van Beirendonck

Scapa Sports - Zilton

Assistant photography, backstage video-shooting / editing / post-FX.

Refs. Grace Van De Velde - Jurgen Van Cauwenbergh

— Entertainment

Strongly Typed Solutions - ViKiD (in co-production)

Serious Game/Educational app for kids.
Tasks: Brand ID, vector production graphics, Game design & mechanics, concept art, UI, 2D/3D character design, ...

Ref. Peter Verswyvelen (Strongly Typed Solutions)

— Events

Wonder Media Group

Tasks: Website teasers, Brand ID & POS material (XL booth posters, flyers, leaflets and folders).

Ref. Mark Vanco (U.S.A.)

Organic-Concept (in production)

Tasks: Brand ID, vector production graphics & sales pitch presentations.

Refs. Anse Van Gestel & Sébastien Meiresonne

— Lifestyle

Moon Games Antwerp

Tasks: Brand ID, vector production graphics, Website development, social media content, motion graphics & animation

Refs. Anse Van Gestel