

3DBURO

CV

CURRICULUM VITAE - 2024

OLIVIER WYMEERSCH - ALIAS 3DBURO

2D/3D GENERALIST / DESIGNER / ANIMATOR

KEY STRENGTHS

- Rock-solid drawing & animation skills (Both traditional 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: Married
 Driver's License: Type B

LANGUAGES

Dutch: Native
 English: Advanced
 French: Conversational

QUALITIES

* Senior Self-employed, with over 20+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)



3. EXPERIENCE

3DBURO

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



ART INVADERS

19/11/2004 - 30/09/2011 (100%)
 Co-owner - Lead graphic / webdesigner
 (Resigned voluntarily, 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® engines.
- Audio production: Propellerhead® Reason+Record, FL Studio®, AKAI® MPC LIVE 2, MPK49, turntables, bass guitar & analog effect modules.
- Coding/Scripting/programming: AI tools, Stable Diffusion, Microsoft Visual Studio Code®
- Photography & Filmmaking: Canon® 5D & 7D cameras 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 simulation, animating & rendering.
- Audio production: Sampling, beatmaking, Midi sequencing and composing soundtrack/film music.
- Scripting/programming: HTML5, CSS3, XML, FLASH AS2/AS3, AI prompting, Wordpress, code adaptation.
- Photography & Filmmaking: Setup and control DSLR's (ISO/F-stop/Shutter), image/video editing, compositing, colorgrading & post VFX.

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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)

Walking The Dog - Le Crépuscule (Short tech. intervention)

Animated short movie, animated loop 12 minutes.

Tasks: Maya/Shotgrid, shot continuity improvement & fixes, placement of animated cycles in 3D scene lay-outs.

Ref. Laura Vandewynckel, Daniel Rothstein (WTD studio, Brussels)

— 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, Motion design, 3D previz & 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