

Curriculum Vitae

Name: **Alexander Batstra**

Address: Valeriusstraat 72B, 8915 ET Leeuwarden, The Netherlands

- **ready to relocate**

Nationality: Dutch

Cell phone: +316 17 58 43 19

Born: 09-Feb-1983

E-mail: alexander@imnotgod.com

Website: <http://www.imnotgod.com/>

bipolair website: <http://bipolair.wordpress.com/>

Education

Official titles:

- Bachelor of Multimedia

- *Sept 2003 till Aug 2007* - Communication and Multimedia Design

- *Sept 2002 till Aug2003* - Civil Engineering, transport study.

- *1996 till 2001* - HAVO diploma, Nature & Technology profile (Beta)

Work Experience

[Currently working as a freelancer.]

Work done as a freelancer:

December 2008

Triangle studio's:

- NHL viral (short commercial)
 - Supervision
 - Facial animation (main character)
- Think Kids 2 (Nintendo DS Game)
 - Attributes for main character
- Suske & Wiske (also known as) Spike & Lee (Nintendo DS Game)
 - Character Modelling/texturing/animation.

February2009 (finished)

Robert Batstra: Timmerman- en onderhoudsbedrijf :

- Website

January 2009 (finished)

Punkom.nl

- 3D T-shirt for a Flash viewer

Past jobs:

Oktober 2007 – August 2008

Via Drupsteen – www.viadrupsteen.nl

- 3D modeller
- Photo editing
- 360 Degrees Photo Editing

Core (temporary name) – stopped

- Setting up a new organization with friends
- Exploring myself as an artist

Building opportunities

September 2007 – Oktober 2007

Sturdiproducts – www.sturdiproducts.com

- Marketing consultant
 - DTP
 - Interactive Designer
- September 1st, 2007*

February 2007 – August 2007

Bipola(i)r – short movie (7minutes) I made with a group. A project that combines 3D and film – www.bipolair.wordpress.com . Responsible for:

- Art Direction
- Camera tracking
- 2D concepting
- 3D modeling

February 2006 – June 2006

Grendel Games – A company where I did my internship. They are working on Xbox360 live games.

Responsible for:

- 3D character modeling
- 2D character texturing
- 2D concepting
- Level design/modeling

March 2005 – February 2006

Mata Hari – 3D animation that promotes the Province of Fryslan (Holland). An assignment provided by the NHL. Responsible for:

- Project management (Character team)
- 3D Character modeling
- 2D Character texturing
- 3D Camera work
- Post production and rendering

September 2004 – February 2005

Unreal project “U-play”– School based project where we had to make a game modification for the unreal engine. With a team we made a game mod called “Ominous”. Responsible for:

- 3D character modeling
- 2D character texturing
- Programming in the unreal engine
- 2D concepting
- Story writer

Interests and ambitions

3D – 2D – Marketing – Movies – Games – Story writing - Music

My ambition is to become an Art Director. Becoming it is hard and takes time, so right now my main focus is to learn as much as possible about every 3D and teamwork aspect. Motivating, learning, teamwork, are some main key words that describe me right now.

Experience with the following software

Computers

Apple OS X

Windows 95 – XP – Vista

Bitmap Graphics and Photo/Layer Editing

Adobe Photoshop CS3/CS4

Painter

3D software

3ds max 7-8-9-2008-2009

XSI 5.0-6.0

Zbrush 2-3

Mudbox 2009

Interactive Environments/Applications

Macromedia Flash CS3/CS4

Grendel Games Game Engine

Unreal Engine 2

DTP / Print

Adobe photoshop CS3/CS4

Video Editing / Post Effects

Autodesk Combustion

Adobe Premiere

Adobe after effects

Audio

Adobe Audition

Cubase