



Aaron Dornez

3D Modeler | Technical Artist

Portfolio

<http://aarondornez.be>

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Date of Birth

23rd October 1996

Profile

Technical 3D Artist

My skills involve wide interest in and knowledge about the VFX-pipeline. From pre- to postproduction, including the transitions between them.

Flexible

I can work towards what's expected and can act on feedback very well. I have no problem with being assigned a task that is out of my comfort zone.

Passionate

I love what I do and work hard to achieve good results. Next to 3D art I am an enthusiastic volleyball player/trainer and a music and DJ fanatic.

Experience

2017

3D modeler at Digital Golem, Brussels (internship)

2015- '16

Teacher intro courses DAE (3D & C++ programming)

2015

Touristic clerk at "Lauka", Lo-Reninge

2011- '13

Animator youth organisation "'t Ravottertje", Vleteren

Education

2014- '17

Bachelor in Digital Arts & Entertainment

Major in 3D Production & VFX

Howest – Kortrijk

2008-'14

Secondary education Latin – Modern Languages

Sint-Janscollege – Poperinge

Skills

3D modeling & concepting

Fast workflow, eye for form & design

Generalist

Broad knowledge of the pipeline

Technical background

Python, Maxscript, C++, Rigging experience

Software

3DS Max ●●●●●

Photoshop ●●●●●

Maya ●●●●○

Houdini ●●●●○

ZBrush ●●●●○

Unreal Engine ●●●●○

Substance ●●●●○

After Effects ●●●●○

Premiere Pro ●●●●○

Fusion ●●●●○

Python ●●●●○

C++ ●●●●○

Languages

Dutch (mother tongue)

English (fluent)

French (good)

German, Italian & Spanish (notions)