

# Simon Van Daele



## Personal details:

Birthday: 13/03/1995  
Adres: Mergelstraat 1, 8510 Bellegem, Belgium  
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Portfolio: [simonvandaele.com](http://simonvandaele.com) and [simyl61.artstation.com](http://simyl61.artstation.com)

## Skills:

### Skills:

Knowledge of high and low pipelines, high- and low poly modeling, sculpting, baking textures, PBR texturing, hand painted textures, use of the Unreal Engine 4 editor and Blueprint, C# scripting for Unity 5, rigging, VFX in UE4

### Software:

3DsMax:	modeling, subD modeling, rendering, texture baking, rigging
Adobe Photoshop CC:	image editing, texture creation
Adobe Audition CC:	basic audio editing and recording
Substance Painter, Designer:	texture creation, texture baking, rendering
Microsoft Office:	Word, Excel, PowerPoint, ...
Microsoft Visual Studio	
xNormal	
zBrush 4R6:	sculpting

### Game Engines:

Unreal Engine 4  
Unity 5

## Education:

VBS Bellegem	Primary Education	2001 - 2007
Don Boscollege Kortrijk	Sciences and Mathematics (ASO)	2007 - 2013
Howest Kortrijk	Digital Arts and Entertainment (GG)	2013 - 2017

## Experience:

Internship: At Stad Gent, departement Bedrijfsvoering, Data en Informatie  
Mentor: Mario Matthys February 2017 till January 2017

Student jobs: At Bakkerij Antoine, from the summer of 2011 till the summer of 2012  
At Taverne De Splendid, the summer of 2013, 2014, 2015 and 2016

Hobbies: Enjoying videogames and RPGs  
Listening to music  
Playing music: Guitar, Bass, a bit of Drums and Keyboard

## Languages:

Dutch:	Native
English:	Fluent
French:	Basic
German:	Minimal