

Daniel van Leeuwen

Fazantlaan 8, Honselersdijk, The Netherlands, 2675XT

contact@elementrix.nl

Nationality: Dutch

Personal Goal: To become a professional game environment artist and ultimately an art director.

Released Titles: Student project submitted to the Independent Games Festival 2011:
Tubular! (PC) *Feature Creep Studios*

Work Experience:

July 2010 –
Present

Journalist (English language)
NiSuTe Europe – volunteer/ non-profit
Graaf Engelbert straat 50, 5046 LW, Tilburg, The Netherlands

I attend gaming events including, but not limited to, Gamescom, GDC and company specific showcases. I report on the events, hold developer interviews and attend press conferences.

Education:

September 2008 –
Present

International Game Architecture and Design - *Visual Art Focus*
NHTV University of Applied Sciences
Breda, Netherlands

September 2003 -
July 2008

Hoger Algemeen Voortgezet Onderwijs (HAVO)
Intercoffessionele Scholengroep Westland
Naaldwijk, Netherlands

Software:

Main applications : Adobe Photoshop CS, Autodesk Maya, Unreal Tournament 3 Editor, UDK, zBrush, Mudbox, Modo, Microsoft Word .

Languages:

Dutch – Mother Tongue
English – Decent