



Gijs Kusters

3d Artist - VR/AR specialist

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ABOUT ME

The world of 3D animation and visual effects are the love of my life. To work with it, is like a dream come true. I don't mind working hard and people know me as an enthusiastic and helpful colleague to work with. Deadlines are nothing new to me and I have experienced crunch. I have a passion for design and technology. I love to put innovation and functionality in my projects. My past jobs gave me the opportunity to develop many skills with a specialization in designing for VR and AR.

EXPERIENCE

Crowbar Studios - Lead Developer, Designer

September 2018 - June 2019

Developer in the creation of high-end VR solutions and art directions.

Beyond Reality - Lead Developer, Designer

January 2009 - September 2019

Designing and developing a broad range of projects, from AR apps to VR training simulations and operating software for hardware solutions.

EDUCATION

HKU, Hilversum - Bachelor 3D Computer Animation and VFX

September 2004 - December 2008

Eindhoven School, Eindhoven - Multimedia Vormgeven

September 2003 - April 2004

Eindhoven School, Eindhoven - Grafisch Intermediair

August 1999 - June 2003

SKILLS

Team management

Art direction

Quality Assurance

VR - AR Specialization

2D - 3D Asset creation

Concept design

Signage and projection mapping

Videomontage

SOFTWARE

Blender - 5 years

3ds max - 8 years

Photoshop - 10 years

After effects - 10 years

Quixel - 2 years

Unity - 2 years

LANGUAGES

Dutch - Native

English - Good

German - Basic

HOBBIES

Gaming

Bouldering

VJ

Movies

3d printing