Ralph Bosman

C.V.

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Career Objective:

I am a 3D Artist/ Generalist. I am specialised in Character creation for games and animation. I would like to secure a challenging position in a reputable organisation in which I can express my passion towards art, games and animation. I want to push myself and create a great game with a team.

Interests:

What appeals to me most in my field is the process of conceptualizing and designing new characters, bringing them to life in a 3D environment (**Blender, 3DsMax, Maya**). I have extensive experience with various aspects of 3D design, including texturing (**Substance Painter, Adobe Photosho**p), unwrapping, rigging, and both high-poly and low-poly modeling. Additionally, I am skilled in sculpting (**ZBrush, 3DCoat**) and animation, which allows me to bring my creative vision to life in the finest detail (**Unity Engine**).

I enjoy spending hours sketching and developing new ideas, and I am constantly exploring new techniques and methods to elevate my work to the next level.

Language

Dutch (native language)
English
German

Education:

Drawing course MK24	2007 - 2008
Gerrit Rietveld Acadimic, Pre-course	2009 - 2010
MediaCollege, Game Art	2013 - 2016
University of Gent, Howest Kortrijk, Game Graphic Production	2016 - 2018
Hogeschool van Rotterdam, Willem de Kooning, Animation	2018 - 2023
Luca school of Arts, Game Design	2023 - 2025

Work Experience:

Digifit - Internship, 3D Modeler & 3D animator.	2014 - 2015
Eastern Island Studios - Internship, 3D Modeler & Art designer.	2015 - 2016
Hibernate Studios - Internship, Rigger, 3D Animator & Fur maker.	2021 - 2022
Chirpy's Tinkershop (Minor) - Art director, 2D Artist, 2D Rigger & animator.	2022 - 2023
GreenHouse Interactive (Minor) Art director, 2D & 3D Artist & Game Designer.	2022 - 2023

Stats:

Concept Art
3D Modeling
Texturing
Unity Engine
Lighting
Rigging
Animation
Sculpting