



# TOM HODES

[www.tomhodes.nl](http://www.tomhodes.nl)



## PERSONAL INFORMATION

**Phone:** +31 (0) 642909073  
**Email:** tomhodes@gmail.com

**Street + number:** Marktstraat 18  
**Postal Code:** 7491 AW  
**City:** Delden

**Date of birth:** 24-07-1992  
**Place of birth:** Hengelo  
**Nationality:** Nederlands

**Languages:** Dutch (Native)  
English (Good)

**Driver's licence:** AM + B

## SKILLS

|                  |                   |
|------------------|-------------------|
| 3D Modeling      | Editing           |
| Sculpting        | Compositing       |
| Character Design | Animation         |
| Texture Design   | Virtual Reality   |
| Product Design   | Augmented Reality |
| Graphic Design   | Drawing           |
| Concept Art      | Photography       |
| Lighting         | Lasercutting      |
| Rendering        | 3D Printing       |

## EDUCATION AND CERTIFICATION

### Crossmedia Design (Minor)

AKI ArtEZ / Enschede  
February 2016 - June 2016

### Art & Technology

Saxion University / Enschede  
September 2013 - Present

### Design

Design Academy / Eindhoven  
September 2012 - January 2013

### Industrial Product Design

Saxion University / Enschede  
September 2011 - February 2012

## WORK EXPERIENCE

### ENTREPRENEURSHIP "TOM HODES"

Feb 2011 - Present

My own company is founded in February 2011 and I have been working as a designer ever since. Throughout the years I have taken on several and diverse assignments for clients as well in the Netherlands as abroad.

### Media Design

2016

Renowned International Designer Bernhard Holzappel: Comprehensive presentation for Chinese Television and conference events to visually support their public presentation.

2015 - 2016

Start-Up University Twente MercuryLab: Creating 3D animations for a promo video concerning their engineering projects. The promo video was presented among other things on International Conferences.

### Wallpaper Design

2011 - 2015

Ehrismann (Germany), Topli (China), Boder (China), Rosstyle Group (Russia). Throughout these years I have been creating collections for international clients. Methods used to design these collections include 2D and 3D skills/ computer programs.

In 2013 I was given the opportunity to design the anniversary collection '175' for my German client Ehrismann.

## INTERNSHIP

### STUDIO MAD, ALMELO

#### Internship 3rd year Art & Technology

#### 2D / 3D Design & Graphic Design

Sep 2015 - Feb 2016

Work activities:

Designing and animating commercials and business presentations using 2D/ 3D methods and programs. This also includes editing, compositing, designing for projection mapping used in a physical decor and other presentations.

Acquired knowledge:

Programs: Cinema4D, Zbrush and After Effects. Other skills: rendering, editing, compositing, projection mapping and task management.

Main Client:

Thales, Brasil Foods SA, FC Twente, Het Nationaal Muziek kwartier with the musical: "Oliver!- met een Twentse Twist"

## SOFTWARE PROFICIENCY

### 3D

ZBrush  
Maya  
Cinema4D  
RealFlow  
Substance Painter  
Keyshot  
Fusion 360  
Solidworks  
Unreal  
Unity

### 2D

Adobe Photoshop  
Adobe Illustrator  
Adobe InDesign

### Video

Adobe After effects

### Audio

Logic Pro X

## HOBBY'S / PASSIONS

Cooking  
Watching movies  
3D Modeling  
Drawing  
Reading  
Theatre en concerts

## PROJECTS

For all my projects I would like to refer to my portfolio website.

### SAXION UNIVERSITY, ENSCHEDE

#### Individual Focus (Graduation Preperation Project)

#### VR Project 'They Are'

#### Character Artist

Sep 2016 - Feb 2017

Work activities: Designing and creating the appearance of the character 'Alien' with hard surface armor. This also includes baking of the maps for PBR (physical based rendering) textures in Substance Painter for Unreal Engine. Other responsibilities include providing marketing material for the project.

Acquired knowledge Programs such as Zbrush, Maya, Substance Painter, Keyshot and Unreal Engine. Other skills: Soft - and Hard surface modeling, PBR Texturing and human/creature Anatomy. Unreal Engine, Soft- & Hard-surfaced modeling, PBR Texturing\*, anatomy.

### SAXION UNIVERSITY, ENSCHEDE

#### & KOSMIC KITCHEN, ENSCHEDE

#### Project 'Chair of Journeys'

#### Project leader & Designer

Apr 2016 - Jun 2016

Work activities: Concept design, contact person between client and project group, development of the mechanics for the interactive installation, laser cutting and 3D printing installation components and designing the Virtual Reality experience in Maya and Unity for the Oculus Rift.

Acquired knowledge: Modeling & Texturing in Maya and Level Design in Unity.

### SAXION UNIVERSITY, ENSCHEDE

#### & DE TWENTSE WELLE

#### Project 'De Bosch wandeling' (The Bosch Walk)

#### Project leader & Designer

Nov 2015 - Jan 2016

Work activities: Designing and developing a virtual tour through the painting 'De tuin der lusten' (The Garden of Earthly Delights) - Jheronimus Bosch . Animating in Adobe After Effects and Flash. Establishing the compatibility of the sensors and beamers of the installation for tracking the position of the viewer.

Acquired knowledge: I learned more about programs such as Adobe After Effects and Flash. Other skills such as integrating different disciplinaries to develop an innovate experience.