

Stef Felix.

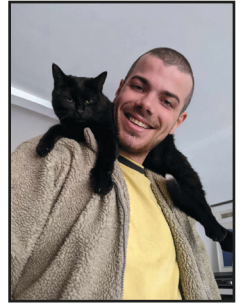
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date of birth 14/10/1998

tel. +32478776628

residence Ghent, BE



Digital skills.

3D

Maya 


Blender 

Cinema 4D 

Substance Painter 

Substance Designer 

Coding languages

C# 

SQL 

Other

Unity 

Unreal Engine 

Houdini 

Perforce 

Adobe Creative Cloud

Adobe Photoshop 

Adobe Illustrator 

Adobe Indesign 

Adobe After Effects 

Competences.

Game design

Level design

Puzzle design

Narrative design

Game production

Design thinking

Layout and design

Concept sketching

Art direction

Copy writing

Communication

Education.

2020 - 2023

Bachelor in Digital Arts & Entertainment

Graduated with honors in Independent Game Production

Howest University of Applied Sciences, Kortrijk

2016 - 2020

Bachelor in Visual Arts

Graduated in Advertising

LUCA School of Arts, Gent

January 2019 - July 2019

3D Trajectory

LUCA School of Arts, Gent

High school — Graduated in 2016

Human Sciences

Virga Jesse College - Hasselt

Employment history.

February 2023 - June 2023

Game artist / designer

Internship — Triangle Factory Gent

January 2020 - April 2020

Art director / copy writer

Internship — DDB Brussels

2015 - 2016

Administrative work


PXL, Hasselt

2016 - 2022

Scout leader

scouts Sint-Michiel / Anne Frank Hasselt

Languages.

Dutch 

English 

French 