

Resume

Personal information:

Gatze Zonneveld
Utrecht
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Europe

Date of Birth: 07-14-1985
Place of Birth: Netherlands

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Academic Education

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| 2006 – 2007 | EMMA Master (European Media Master of Arts in Image Synthesis and Computer Animation), at the Utrecht School of Arts (HKU), faculty of Art, Media and Technology.
Graduated Cum Laude. |
| 2003 - 2006 | Bachelor of Design in Animation , at the Utrecht School of Arts (HKU), faculty of Art, Media and Technology in Hilversum.
Graduated Cum Laude. |
| 1997 – 2003 | R.S.G. "Simon Vestdijk"
VWO (similar to college level education in the U.S.)
Profile: Nature & Technology
Majors: Dutch, English, Mathematics B1/2, Chemistry 1/2, Physics1/2, Art, Art History |

Languages:

Main languages: Dutch and English
Secondary languages: Frisian, French and German

Currently learning Spanish

Work Experience

- 2008
- the Ambassadors
Currently working as a 3D artist, responsible for art direction, matte painting and 3D animation, on commercials.
- Illuster
Director and art director on the upcoming animated short *Gabriel*, for production company Illuster. Early, pre-production stages.
- National Committee May 4th & 5th
Art direction and creation of an animated commercial. Aired nationally May 5th. Under director Douwe van der Werf.
- CORDAID
Illustration work for promotional material.
- October – November 2007
- iNETZO
Branding and design for iNETZO and its clients.
- September 2007
- Guess GC/Muse Advertising Agency, Amsterdam
Animated presentation of the international website for Guess Watches and Jewellery. Made in cooperation with Arjan van der Linden,
- January 2007
- Utrecht School of Arts
I taught a two-week seminar for first and second year animation students, focussing on puppet making for stopmotion animation.
- November 2006
- Cosmo Events/Ntertain-ME/Arjan van der Linden
Colour design of the decors for a theatre show for kids, called "Peter and the Flying Machine."
- September 2006 – January 2007
- Xchange/Neobash!
Concept and development of a 3D virtual band member that reacts to live music and can interact live with the audience and other band members. Study project, made for Xchange and the band Neobash!, in cooperation with fellow students. I mainly focussed on the creation of the 3D character and the technical direction of the show, as well as the creation of a large number of animations.
- September 2005 - January 2006
- Xchange/FreeVoice – Dutch Support for Media in Development
The creation of seven completely different commercials about the effects of freedom of press.
I participated in all aspects of the project, from concept to finished animation.
- September-October 2005
- "Us Heit" Distillery
Short 3D animation for presenting a new Whiskey brand, for the Web, television and product presentations.
Other duties included image branding and graphic work.

- June 2005 Control Arms/Unicef/MTV Europe
A short 3D commercial as part of a campaign against weapons.
The commercial was aired on the European MTV television channels and at several European rock concerts.
All aspects done by me (from concept to post production)
- January-April 2005 Xchange/Teleac (Dutch Children's Television Channel)
In a team of six, we've made three episodes of a 2D animated series about the origins of holidays of different religions. We chose the Islamic and Jewish holidays. I participated in script writing, storyboarding, character design, background design and development and animation.

Internships

- March – August
2006 Lawson & Whatshisname, Amsterdam
Part of my study at the Utrecht School of Arts.
Worked on the following projects:
- 3D animation for a number of music video's for the band Chipz.
 - 2D hand drawn animation for "Prelude & Fugue for Saxophone and Shadow", under director Noga Zohar.
 - Finished animation, colouring and shading of a hand drawn 2D commercial for Azaron.
 - Concept and development of an abstract animation for director Greg Lawson
 - The concept, direction and creation of a stopmotion animated Christmas card for Lawson & Whatshisname. Made in cooperation with Ton van Rijswijk.

Animation Techniques

I'm currently focussing on 3D CG and stopmotion animation, but I also work in 2D animation techniques such as hand drawn/Wacom tablet, cut-out and clay on glass animation.

Animation related skills

- (Moving) Storyboarding
- Concept Art (character design, background design etc.)
- Post production (compositing, lighting etc.)
- Stop motion skills (sculpting, set building, making armatures, silicone casting etc.)
- Modelling, rigging, texturing, shading, lighting (CG)
- Camera and lighting knowledge
- Painting

Software knowledge

- Alias/AutoDesk Maya
- Mental Ray
- Maxwell Render
- Mudbox
- Adobe After Effects
- Adobe Photoshop
- Adobe Premiere Pro
- Adobe Audition
- Macromedia/Adobe Flash
- Macromedia/Adobe Dreamweaver

- Cool Edit Pro
- Final Cut Pro
- Istopmotion
- Framethief
- StopMotionPro
- Newtek Aura/ Bauhaus Mirage