

# Vincent Van Hoof

Concept Artist

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## Experience

Oct 2011 — Present

## Fledgling Studios

Concept Artist

I am the single concept artist for the game *Flesh Asunder*, a Sci-Fi RPG developed with an indie game development team of 15 people. During the past 18 months I have generated hundreds of concepts, depicting everything in the game, including characters, creatures, environments, props, weapons, and armor. I also work closely with the lead designer and 3D modelers making sure the look and feel of the game is spot on. This project has been a significant time commitment outside of my full school schedule.

## Education

Expected to Graduate  
Fall 2013

## Northwest College of Art and Design

Bachelor of Fine Art in Visual Communication,  
with majors in Entertainment Art and Fine Art

## Skills

Digital Painting  
Speed Painting  
Drawing  
Sketching  
Illustration  
Concept Design  
3D Modeling  
3D Texturing

Armor Design  
Weapon Design  
Character Design  
Environment Design  
Machine Design  
Game Design  
Human Anatomy  
Animal Anatomy

Eye for Scale  
Proportion  
Perspective  
Form  
Light  
Value  
Color  
Composition

## Software

Adobe Photoshop (4yrs), Adobe Illustrator (2yrs), Corel Painter (4yrs), Autodesk Maya (2yrs), Autodesk Mudbox (1yr).

## Portfolio

[behance.net/VanHoofers](http://behance.net/VanHoofers) · [vincentvanhoof.tumblr.com](http://vincentvanhoof.tumblr.com) ·  
[linkedin.com/in/vincentvanhoof](http://linkedin.com/in/vincentvanhoof)

## Hobbies

Movies and video games. Favorite games: *Shadow of the Colossus*, *Metro 2033*, *Majora's Mask*, *Halo*, *The Elder Scrolls*, *Dark Souls*.  
Gamertag: VanHoofers, Gamerscore: 24,190.