

Yok Meyer

CG Generalist

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EXPERIENCE: BaconX, Copenhagen, DK 10/2019 - 06/2019
CG Artist Intern

Nomads, Bachelor Project 06/2020 - 06/2019
CG Generalist

The Intrusive Mailman, NGO Commercial for EDRI 05/2019 - 12/2018
Production Manager
CG Generalist

SKILLS: SOFTWARES: SKILLS:

Maya Modelling
Mari Texturing
Nuke Look Dev
V-Ray Lighting
Arnold Compositing
ZBrush Grooming
XGen Rigging
Photoshop
Houdini
Speedtree
Substance Painter

EDUCATION: - The Animation Workshop, Bachelor in Computer Graphic Arts
2021 - 2017

 - The Animation Workshop, Professional Training Course in Visual Effects
Fall Semester 2019

 - The Drawing Academy, Classical Drawing Course
Fall Semester 2016

REFERENCE: Rune Holst Månsson
3D Lead, The Mill
holst.rune@gmail.com

 Chris Smallfield
CG Supervisor, Trixter
csmallfield@gmail.com