

Yok Meyer

3D Artist / CG Generalist | Copenhagen, Denmark

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EXPERIENCE:	Ghost VFX, Copenhagen, DK 3D Artist	Present - 04/2021
	JN Gruppen A/S, Kolding, DK 3D Architectural Visualisation Artist	04/2021 - 01/2021
	TGB VFX, Copenhagen, DK 3D Artist Intern	12/2020 - 08/2020
	BaconX, Copenhagen, DK 3D Artist Intern	10/2019 - 06/2019

SKILLS:	SOFTWARES:	SKILLS:
	Maya	Modeling
	Mari	Texturing
	Nuke	Look Dev
	V-Ray	Lighting
	Arnold	Compositing
	ZBrush	Grooming
	Photoshop	Rigging
	Houdini	
	Substance Painter	
	Speedtree	
	XGen	
	3Ds Max	

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
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