

PERSONAL INFORMATION

Name: Marvin Roelofs
Adres: Gasthuisring 13a
Zipcode + Residence: 5041 DP, Tilburg
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Date of birth: 9 Juni 1986
Place of birth: Oss
Gender: Male
Nationality: Dutch



COMMERCIAL TITLES

Marvel's Avengers *(Console/PC)*

Developers: Nixxes and Crystal Dynamics

Function: 3D Animation

Work activities: I was part of the animation team that was working on character and environment animations.

Link: <https://avengers.crystald.com/en-us/>

Rider *Ketchapp (Smartphone/Tablet)*

Developer: Chimpworks

Function: Character Design/Level Design

Work activities: I designed and created the 40 playable characters and designed and created the levels.

Link: <http://chimpworksgames.com/portfolio/rider/>

Jelly Jump *Ketchapp (Smartphone/Tablet)*

Developer: Chimpworks

Function: Character Design/3D Modeling

Work activities: I created the 40 characters and modeled the pickups and level obstacles.

Link: <https://apps.apple.com/us/app/jelly-jump/id955327604>

Gravity Switch *Ketchapp (Smartphone/Tablet)*

Developer: Chimpworks

Function: Level Design

Work activities: I designed and built the levels in Unity.

Link: <https://chimpworksgames.com/portfolio/gravity-switch/>

Rush *Ketchapp (Smartphone/Tablet)*

Developer: Chimpworks

Function: Character Design/3D Modeling/Texturing

Work activities: I designed and created the 50 playable characters and created most of the road texture

Link: <http://chimpworksgames.com/portfolio/rush/>

Topia Trainer *Topia Team (PC)*

Developer: Topia Team

Function: Lead Artist

Work activities: I lead the art team and assist the team where needed. In Topia Trainer we worked on a lot of mini games so the work was very diverse.

Link: <http://www.topiateam.com>

Topia Quest *Topia Team (PC)*

Developer: Topia Team

Function: Lead Artist

Work activities: I lead the art team and assist the team where needed. I worked on the main characters by rigging and animating them. I also worked on level design and the environments.

Action Henk *RageSquid (PC)*

Developer: RageSquid

Function: Game design/Character design/3D Modeler/3D Animator

Work activities: I worked on the initial game design and the first Alpha version.

Link:https://store.steampowered.com/app/285820/Action_Henk/

Highway Rally *M2H (iPhone/iPad/PC)*

Developer: M2H

Function: Level Designer

Work activities: I made the 6 new race tracks for the expansion of the game.

Link:<https://itunes.apple.com/us/app/highway-rally/id638277644?mt=12>

Sherlock Holmes: Checkmate *Warner Brothers (PC)*

Developer: Sticky Studios

Function: 3D Animator

Work activities: I rigged and animated the main character and side character for the game.

Disco Critters *Sticky Studios (iPad)*

Developer: Sticky Studios

Function: 3D Modeler/3D Animator

Work activities: I modeled, rigged and animated some of the characters for this game.

Temple Trouble *Sticky Studios (iPhone/iPad)*

Developer: Sticky Studios

Function: Level Designer

Work activities: I made 12 new levels for the expansion of the game.

Nick Racers Revolution 3D *Nickelodeon (PC)*

Developer: Sticky Studios

Function: 3D Animator

Work activities: I made the rig and all the animations for Ang.

Wrath of the Titans: Titan Attack *Warner Brothers (PC)*

Developer: Sticky Studios

Function: 3D Animator

Work activities: I made the rig and animations for the roman soldier with the red cape that helps you in the game.

Wrath of the Titans: Journey Through the Labyrinth *Warner Brothers (PC)*

Developer: Sticky Studios

Function: 3D Animator

Work activities: I used the 3D animations from Titan Attack and rendered them to use as 2D animations.

Batman The Fire Rises *Warner Brothers (PC)*

Developer: Sticky Studios

Function: 3D Animator

Work activities: I did all the rigging and animating for the 12 characters in the game.

Gangster Squad *Warner Brothers (PC)*

Developer: Sticky Studios

Function: 3D Modeler/3D Animator

Work activities: I made a variety of 3D props and also worked on the rig and animation of one of the main characters.

Madagascar: Race Across Europe *DreamWorks (PC)*

Developer: Sticky Studios

Function: 3D Animator

Work activities: I was responsible for the rig and animations of the cow that you can find in a variety of places in the game.