

## PERSONAL INFORMATION

Name: Marvin Roelofs  
Address: Gasthuisring 13a  
Zip Code + Residence: 5041 DP, Tilburg  
Email: [info@marvinroelofs.com](mailto:info@marvinroelofs.com)  
Date of birth: 9 June 1986  
Portfolio website: [www.marvinroelofs.com](http://www.marvinroelofs.com)



## MOTIVATION

As a team player, I enjoy collaborating to achieve common goals and foster a positive work environment. I like to tackle challenges head-on and am not afraid to address complex problems. My determination and perseverance enables me to find innovative solutions.

## WORK EXPERIENCE

2012 - present

### **Marvin Roelofs - Owner (My Freelance Company)**

I mainly focus on 3D modeling and animation.

2019 - 2023

### **Expivi - Senior 3D specialist / Solution Specialist (2023)**

I assisted the sales team with client meetings and worked on high profile projects

#### **- Customer Success Manager (2022 - 2023)**

I supported clients by giving them Expivi and 3D training, I also assisted with integration.

#### **- 3D Configuration Specialist (2019 - 2022)**

I was part of the 3D configuration team, I did 3D modeling, texturing, lighting, rendering and scripting.

2018 - 2019

### **AvaDent - 3D Designer**

I was part of the design team responsible for researching, designing and creating digital dentures.

2016 - 2017

### **Nixxes - Rigger / 3D Animator**

I worked on character and environment animations for the triple A Marvel's Avengers game.

2016

### **Chimpworks - 3D Artist/Game and Level Designer**

I did 3D modeling and implementing them in Unity. I also did level and game design.

2015 - 2016

### **Topia Team - Lead Artist (2016)**

I led the art team and assisted the team where needed.

#### **- 3D Visual Artist (2015)**

I was responsible for character and prop modeling, texturing, rigging, animating, level and game design.

2007 - 2013

### **RageSquid - Lead Animator / Character Designer / Game and Level Designer**

I was responsible for the complete character pipeline. Furthermore I worked on level design and testing

## EDUCATION

### **International Game Architecture and Design**

NHTV University of applied sciences

HBO

**Specialization:** Unity research on animation

**Graduation:** Created a game on my own in Unity  
**(Diploma acquired 2015)**

### **Multimedia Design**

Eindhovense School

MBO, Niveau 4

**Specialization:** Game Design and 2D Animation  
**(Diploma acquired 2007)**