



ABOUT ME

Technical Artist and Maker with broad experience across 3D creation, technology, and hands-on education. I have over 10 years of experience in the game industry working on character design, rigging, animation and level design, with Marvel's Avengers as the biggest game I was a part of.

I love combining many different skills like 3D modeling & printing, electronics, soldering, combat robotics, drones and more to create exciting hands-on projects with people. My strength is adapting quickly, solving problems creatively, and keeping people motivated and happy while they build, explore and learn.

In my spare time I run a small webshop where I design custom products incl. shirts, stickers and mugs etc. I also stream Magic: The Gathering content, and organize large Magic the Gathering tournaments. I'm a true maker who enjoys bringing technology, creativity, and community together and making people happy.

PERSONAL INFORMATION

Date of Birth: 9 Juni 1986
Adress: Gasthuisring 13a, 5041 DP, Tilburg
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Phone number: 06-30726002
Nationality: Dutch

Portfolio website: www.marvinroelofs.com

HOBBIES & INTERESTS



Marvin Roelofs

Technical Artist | Maker | Organiser

EXPERIENCE

Digibende | Mechatronics Course Lead | 2024 – Present

Designed and delivered engaging mechatronics courses for autistic young adults, maintaining high motivation by balancing activities, listening to feedback, and creating a supportive learning environment.

Expivi | Senior 3D Specialist / Solution Specialist | 2023

Supported the sales team in client meetings and contributed to high-profile 3D configurator projects.

Expivi | Customer Success Manager | 2022 - 2023

Provided 3D training to clients while supporting technical integrations and ensuring successful project implementation.

Expivi | 3D Configuration Specialist | 2019 - 2022

Created high-quality 3D models, textures, lighting, rendering, and scripting for interactive web-based product configurators.

AvaDent | 3D Designer | 2018 - 2019

Designed digital dentures and programmed CNC machines for their production as part of the core design team.

Nixxes | Rigger / 3D Animator | 2016 - 2017

Created character and environment animations for the AAA title Marvel's Avengers.

Chimpworks | 2D/3D Artist / Game and Level Designer | 2016

Produced 3D models and 2D art, implemented them in Unity while designing levels and contributing to overall game design.

Topia Team | Lead Artist | 2016

Led the art team and provided hands-on support across all art production needs.

Topia Team | 3D Visual Artist | 2015

Handled character and prop modeling, texturing, rigging, animation, level design, and game design.

M2H | Level Designer | 2015 (Freelance)

Designed new racing tracks for the expansion of the game Highway Rally.

Sticky Studios | Character Rigger/Animator | 2012 (Freelance)

Rigged and animated characters for the promotional game Batman the Fire Rises tied to Warner Brothers' The Dark Knight, and Madagascar: Race Across Europe.

RageSquid | Co-Founder | 2007 - 2013

Managed the complete character pipeline (modeling, rigging, texturing, and animation) and contributed to level design and playtesting.

EDUCATION

International Game Architecture and Design

NHTV University of Applied Sciences
Bachelor of Art (BA) Classification: 3D Art & Animation
Graduation project: Created a game on my own in Unity
(Diploma acquired 2015)

Multimedia Design

Eindhoven School
MBO, Niveau 4
Specialization: Game Design and 2D Animation
(Diploma acquired 2007)