Helena Polman

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Driver's license

https://helenapolman.com

Profile

I am a serious and enthusiastic artist, willing to learn and use new tools and workflows. A 9 to 5 mentality is not what I stand for. I use the creativity that I have to solve problems. Because of my slight technical background, communication between artists and technicals is natural for me.

Work experience

January 2022 - Present
3D Art Game Artist - The Hague, The Netherlands: Liquid Ice Studios

As a 3D artist, working in a start up, I learned how to be flexiable, frequently picking up task outside my wheelhouse and getting to solve the problem

May 2021 - December 2021
Waitress - Brummen, The Netherlands: Kasteel Engelenburg

I became a waitress to jump the gap between graduating and getting a job as a 3D artist, here I learned the importance of time management and communication

February 2020 - July 2020
3D Art Graduate - Groningen, The Netherlands: StarkLearning

As an art Graduate I learned how to optimize your workflow in Unity and how to use procedural generation in games

September 2019 - January 2020
Project lead VR AED Trainer - Almelo, The Netherlands: The Virtual Dutch Men

As a project leader I leaned about managing a team and communicating with a client, while being engaged in every step of the game making process

February 2019 - July 2019
3D Art Intern - Amsterdam, The Netherlands: Wonderment by Design

As an intern I learned what it is like to work in the industry and the industry standard of the quality of art

Education

2020 - 2021
Master Game Technologies - The Netherlands

Breda University of Applied Sciences - Breda
Graduated Cum Laude with a 9.4

2016 - 2020
Creative Media and Game Technologies - The Netherlands

Saxion University of Applied Sciences - Enschede
CMGT was previously known as Game Technologies and Production

2011 - 2016
Havo - The Netherlands

Ludger College - Doetinchem
Profile choice nature and technic - exame subjects:
Math B, Physics, Chemistry, Dutch, English, Art, Computer Technique

Skills

Hard skills

Autodesk Maya	**Expert**
ZBrush	**Proficient**
Houdini	**Beginner**
Adobe Substance	**Proficient**
Unity Engine	**Expert**
C#	**Intermediate**
Adobe Photoshop	**Intermediate**
Adobe After Effects	**Beginner**

Soft skills

Problem solving	**Proficient**
Teamwork	**Proficient**
Work ethic	**Expert**
Written and verbal Communication	**Expert**

Languages

Dutch (Native)	**Expert**
English	**Expert**

Intrests

Soccer

Photography

Traveling

Movies/Series

Reading