

# Mark Bos

3D Artist & Web Designer



REVOLUTIONART  
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## ABOUT ME

I'm a 27 years old 3D Artist & Freelance Webdesigner from Gouda (the Netherlands). Art has been my passion for years. In 2003 I started with developing websites and I'm still developing websites to this day.

I started in 2005 with 3D modifications to games and in the following years my interests grew, which led me to developing full games. I'm specialised in hard surface modeling and texturing. I also love to sculpt characters.

## SKILLS

### Webdeveloper

Adobe Photoshop	Grid & Layout.
Adobe Illustrator	Good sense for typography.
Notepad ++	Color theory knowledge.
HTML5 & CSS3	Semantic Coding.
PHP Kennis	Web usability.
Javascript & JQuery	Interface Design.
Grunt Compiler	Google Analytics & SEO.

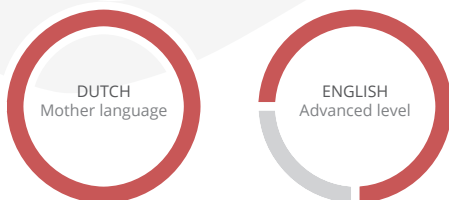
### Game Art

Autodesk 3dsmax	Modeling
Autodesk Maya	Uv Mapping
Autodesk Mudbox	Texturing / PBR
Pixologic Zbrush	Optimization
Quixel Suite 2	Foliage
Substance Designer	Terrain
Substance Painter	

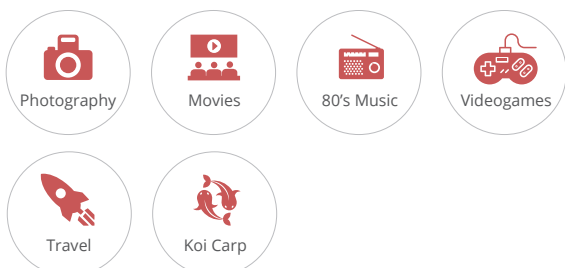
### Game Engines

CryEngine 5  
Unreal Engine 4  
Source Engine  
Quake Engine

## LANGUAGE SKILLS



## HOBBIES & INTERESTS



## EDUCATION

From September 2003 to September 2007.  
Highschool.  
De Goudse Waarden. Gouda

## WORK EXPERIENCE

From February 2015 to June 2015.  
3D Artist.  
Knightfall Game.

From 2014 to 2015.  
3D Artist.  
Entrada Interactive, MiscreatedGame.

From March 2012 to February 2013  
Graphic Designer.  
H2K Gaming.

From Jan 2010 to July 2014  
Graphic Designer.  
Aetas eSports.

From 2006 to 2016  
Freelance Webdesigner  
Revolutionart.nl