

Minne Danhieux

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DPOB: 20th July 1979, Asse

EMPLOYMENT HISTORY

1999-2001 Mitac Benelux: System Assembler.

2001-2006 Getronics Belgium: Network and System Engineer at client site.

2004-2009 Manager and Sound Guy for Roxorloops beatboxing artist

2009-2012 Hoaxland Animation and VFX: Technical Director.

2012-Present Freelance 3D Generalist

2012-2014 Co-Founder of Unbuilt.be Architectural Visuals and Design.

2013-Present Lector Webanimation @ Syntra West.

EDUCATION

2006-2009: Professional Bachelor Digital Arts and Entertainment HOWEST

2009-2011: Academy of fine arts Oudenaarde: Drawing

The bulk of my skills and experience comes from self study. Either it is professional or just a hobby, knowledge and experience are key to mastery.

PROFESSIONAL QUALIFICATIONS

2D Skills: Basics of Concept Sketching, Storyboarding and Animatic

3D Skills: Modeling, Rigging, Animation, Texturing, Lighting

Post and FX Skills: Color Correction, Compositing, Liquids, Particles, Cloth

Programming Skills: C++(oop, STL, directx), MEL, Actionscript, Javascript, HTML, PHP, C#

Software:

very good: Maya, Lightwave, Blender, Photoshop, Fusion, Thea, Sketchup

good but rusty: 3ds Max, Flash, Dreamweaver, After Effects, Visual Studio

Online Portfolio: www.minnedanhieux.com

INTERESTS

Chess, Fishing, Science, Arts, Cooking, Learning

MISSION

Wanting to do everything well as a 3D generalist, I specialise in Texturing, Shading, Compositing and FX. My goal is to create amazing CGI, push the limits of my knowledge and skills time and time again. In return I exchange my knowledge with everybody who is interested.