

# RESUME

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## ABOUT ME

I'm 25 years old and live in Waalwijk, Netherlands, currently studying in Utrecht. I'm passionate about game art, 3D modeling, and digital storytelling, and I enjoy exploring new techniques and tools to bring ideas to life. Outside of school and work, I dive into nerdy hobbies like D&D, Warhammer, LARP, and cosplay, which inspire my creativity and imagination. I love collaborating with others, experimenting with new concepts, and creating worlds that tell compelling stories.

## WHAT CAN I DO

### 3D ENVIRONMENT ART, MODELING TEXTURING

Developed my 3D and texturing skills through my studies at Sint Lucas, where I learned the fundamentals of 3D modeling, environment design, and digital art workflows. During my education, I focused on form, composition, atmosphere, storytelling, and world-building through visual design. I expanded these skills through personal study, weekly sculpting practice, and self-directed projects, experimenting with high-poly modeling, environment creation, and texturing tools such as Substance Painter. Combining school guidance with independent learning helped me build a strong technical foundation and a clear creative direction.

What I Do

I create detailed 3D worlds, environments, and assets with a strong focus on mood, composition, narrative, and material quality. My workflow includes:

- World-building & planning: Designing environments and layouts that support story, immersion, and visual coherence.
- Modeling: Creating high-poly props, structures, terrain, and scene elements from scratch.
- Texturing & materials: Developing textures and materials tailored to atmosphere, story, and visual consistency.
- Scene assembly: Integrating assets into complete worlds with lighting, post-effects, and engine-ready elements.
- Iteration & refinement: Continuously improving models, textures, and environments to meet high artistic and technical standards.

This version highlights not just technical skills, but also your ability to craft immersive, story-driven worlds, which is a strong addition for portfolios and resumes aimed at games, animation, or VFX.

### PHOTOSHOP AND DRAWING SKILLS

I strengthened my drawing skills through my studies at Sint Lucas and ongoing personal practice, focusing on form, composition, anatomy, and visual storytelling. I studied color theory to enhance mood, harmony, and depth in my work. I use Photoshop for digital painting, retouching, and compositing, and Lightroom for photo correction, color grading, and preparing images for further editing. My workflow combines traditional drawing with digital tools to create clean, polished, and visually cohesive artwork.

### CODING AND SCRUM

I gained coding experience through lessons at HKU and further developed my skills independently, teaching myself C# and Unreal Engine Blueprints to create interactive elements and logic for personal and academic projects. I was introduced to Scrum during my studies at Sint Lucas in my second year and later expanded this knowledge at HKU, working in Agile teams with sprint planning, stand-ups, and collaborative task management across creative and technical disciplines.

## (3D ARTIST)



## EDUCATION

SINT LUCAS DIGITAL DESIGN  
AND MOTION -2020-2024

CAMBRIDGE LEVEL ENGLISH  
B2 2022-2024

HKU GAME ART- 2025 - TILL  
NOW

## WHAT CAN YOU EXPECT FROM ME

I'm still studying, but I am fully dedicated to exploring the world of 3D, animation, and game design. My passion lies in combining artistic creativity with technical skills, whether that's modeling, texturing, or bringing ideas to life inside Unity or Unreal. I enjoy experimenting with different tools and techniques, from digital painting and sound design to 3D scanning and printing, always looking for ways to push a project further. Collaboration is an important part of how I work—I like to share ideas, learn from others, and contribute to a team that creates something unique together.

# EXPERIENCE

## ROCKETEERS Aug- Jan 2021

At Rocketeers, I created a VR game designed for people with disabilities. The game uses VR goggles that allow players to lie on their backs, making it accessible for those with limited mobility. My goal was to create a relaxing and immersive environment where everyone could enjoy the At Rocketeers, I created a VR game designed for people with disabilities. The game uses VR goggles that allow players to lie on their backs, making it accessible for those with limited mobility. My goal was to create a relaxing and immersive environment where everyone could enjoy the experience comfortably. For this project, I learned how to design inclusive experiences, adapt environments for accessibility, and optimize low-poly assets because the VR goggles were smartphone-based. I also created animated plants to enhance immersion, improving my skills in VR environment optimization, spatial storytelling, and user-focused design.

## MAMAPRODUCTIONS Jan-Aug 2024

I worked on a VR game focused on tracking women's heart health, developing mini-games linked to movement and breathing. The project combined interactive gameplay with health monitoring, giving me experience in VR development, user interaction design, and creating engaging, meaningful experiences. I learned how to present work professionally, as the project supervisor was strict, and I gained valuable experience working in a team and maintaining a positive, productive work environment. Additionally, I learned about company processes, professionalism, and workplace expectations, which helped me understand the skills and mindset needed for a future career in the games or VR industry.

## WORKSHOP MASTER THE META VERSE (CO SPACE) Jan-Aug 2024 (MAD EMERGENT ART CENTER (RENÉ PARÉ))

For Master the Metaverse / CoSpace, I created a curriculum for two groups of students from Sint Joris in Eindhoven and a refugee camp. I introduced them to the basics of coding and game art through a simple AR game program. I worked with a translator and had to wait for the Arabic translation, which was a unique challenge.

It was very inspiring and rewarding to guide the students and encourage them to explore studying in this field. I also got to see the impact of their living conditions, as some of them live in tents and temporary shelters, which was hard to witness. It gave me a very different perspective than what the news usually shows, and it was eye-opening to experience that side of their lives.

## WERE DO I SEE MYSELF IN 10 YEARS?

In 10 years, I see myself starting as a junior environment artist, gaining hands-on experience and steadily developing my skills in 3D modeling, texturing, and world-building. I aim to work on immersive, story-driven games, and while my main focus is entertainment games, I am also open to contributing to serious games if the opportunity arises. Over time, I hope to grow into a more senior role, collaborating with talented teams, refining my craft, and eventually mentoring other artists, helping to create engaging and memorable experiences for players.

