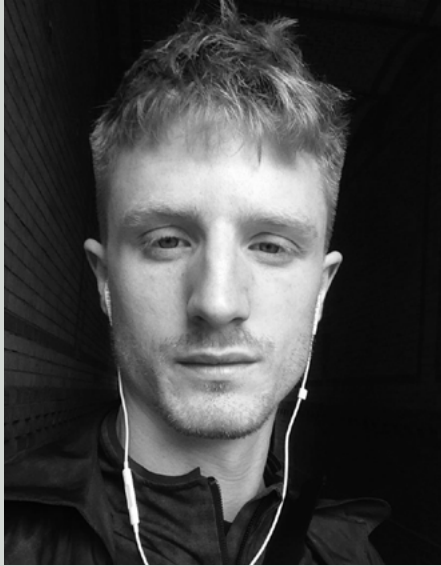


# REMKO VAN DER AUWERA



## Location

Mechelen (BE)  
open to relocate

## Email

[remko.vanderauwera@gmail.com](mailto:remko.vanderauwera@gmail.com)

## Phone

+32 469 19 46 37

## Web

[www.remkovanderauwera.com](http://www.remkovanderauwera.com)

## Social

[LinkedIn](#)

## 3D Generalist / Motion Designer

### Experience

- 2018 - 2023 **Freelance artist en Digital creator, Berlin (DE)**  
▪ Clients: Studio M, Gruppe, LUEDER, Tess De Meerleer
- 2017 - 2021 **Lead Studio Assistant, Studio Castillo Deball, Berlin(DE)**  
▪ Production of digital artworks supporting studio projects  
▪ Coordination of exhibition setup and art transportation  
▪ Planning and monitoring of production processes  
▪ Technical documentation, and digital archiving  
▪ Communication with partners and suppliers  
▪ Management of physical and digital documentation  
▪ 3D-rendered visualizations of exhibition concepts
- 2014 - 2019 **Artist and Curator at SOILcollective, Brussels (BE)**  
▪ Curatorial support and consultation with artists  
▪ Developed and nurtured a collective artistic practice  
▪ Conceived and developed exhibition concepts

### Education

- 2022 - 2025 **Visual Effects**  
Digital Arts & Entertainment, Kortrijk (BE)  
(2 year creditcontract)
- 2022 **Cinema 4D Ascent**  
School of Motion (online course)
- 2015-2017 **Master Fine Arts**  
LUCA school of Arts, Brussels (BE) — Cum Laude
- 2016 **Cinema 4D course**  
CVO Encora, Antwerp (BE)
- 2014 - 2015 **Graphic Design**  
SYNTRA, Antwerp (BE)
- 2014 - 2015 **Bachelor Fine Arts**  
LUCA school of Arts, Brussels (BE)

### Software

- 3D packages **Cinema 4D, Autodesk Maya, Blender, SideFX Houdini, Unreal Engine (basics)**
- Render Engines **Octane, Arnold, Redshift**
- Compositing **DaVinci resolve, After Effects**
- Adobe **Photoshop, Illustrator, Indesign, Substance Painter**

### Language

- Dutch **Native proficiency**
- English **Full professional proficiency**
- German **professional working proficiency**
- French **intermediate**