

Nathan ZEEBROEK

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SUMMARY

Freelance 3D artist with 10 years of experience and dual degrees in 3D animation/digital design. Expert in 3D modeling, animation, VFX and 3D printing (ZBrush, Maya, Houdini).

LANGUAGES

French (native speaker)

English (professional)

3D ANIMATION – VISUAL EFFECTS SKILLS



Autodesk - Maya

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- Animation : Creature – Biped – Cartoon
- Modeling : Asset/Props - Hard surface - Characters - Creature -Retopology - UV
- Lighting : lighting and rendering settings



Zbrush

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- Modeling / Sculpting: Organic - Character - Hard surface - Topology - Concept - Texture



Substance 3D Painter

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- Paint/Texture: Organic - Assets - PBR



Marmoset ToolBag

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- Lighting : lighting and rendering settings
- Concept design models



Wrap

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- Corrective for Modeling / Sculpting: Organic - Character - Hard surface - Topology



MUSH3D

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- SHAPE fix for Animation: Organic - Character



Blender

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- Modeling / Sculpting: Organic - Character - Hard surface - Topology - Concept - Texture
- Half Generalist



Houdini

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- Particle simulation: Rdb – pyro – smoke – particles



Unreal Engine

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- Virtual set design
- Real-time visual effects



Nuke

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- Composition - track - retouching



Cura

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- 3D Print (props - figurines - tools)



OrcaSlicer

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- 3D Print (props - figurines - tools)



Adobe

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- Photoshop – Illustrator – Indesign

EXPERIENCE

Freelance 3D Artist - Belgium - Canada (Montreal)

2015-2026

3D Animator (Maya - Blender)

- Short movies/Commercials

3D Modeler (Maya - Zbrush - Slicers - Nomad)

- 3D Modeler
- 3D Designer/Concept - Modeling
- 3D Patterns/Files for 3D Printing
- 3D Modeling of Weapon Parts
- Costume Design for Films/TV Series/Gaming

Portfolio Development

Advanced personal development and practical skills in Maya ZBrush Houdini , technical 3d TD ,

2022-2026

Warehouse Operations Associate

Royal Photo – Montréal

2026

Film Extra

Set Actor/Extra

2025-2026

Etsy E-Commerce 3D Printing

Creating costume accessories using 3D printing and collectible figurines for role-playing games , Maya Zbrush Wrap Marmoset

2024-2026

Artistic Technical Advisor

SIAL LAVAL MMC - Laval

- Smooth-on Product Consultant
- Molding and Casting Techniques Consultant

2024

3D Educational Games Intern

HELLION CAT – Belgium

Serious Games Agency (Startup)

- Performing rigging corrections Characters
- Animate Characters props

2019-2020

Sales Advisor

ESPRIT STORE - Retail Store - Belgium

2017-2023

EDUCATION

Bachelor's degree in 3D animation, digital design - visual effects: Films

2020-2022

NAD – UQAC Montreal

Bachelor's degree in graphic arts, specializing in computer graphics

2015-2020

HAUTE ECOLE ALBERT JACQUARD – Belgium

TRAINING

Comfyui Training NAD - UQAC – Montreal

2025

Python Houdini Training NAD - UQAC – Montreal

2025

CFX Houdini Training NAD - UQAC – Montreal

2024

USD Training for 3D Artists NAD - UQAC – Montreal

2023

Houdini Advance Training NAD - UQAC – Montreal

2022-2023

3D Printing Training NAD - UQAC – Montreal

2021-2022