

Simon Danckaert

2D / 3D - Animator - Artist - Game Designer



Portfolio: <https://simon-danckaert.com>

Showreel: <https://youtu.be/KjewvxlKeil>

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Antwerp Belgium

PROFESSIONAL PROFILE

Creative and collaborative animator / game designer with years of experience working with big brands and organizations such as Sony, Pukkelpop, the MIA's and the British Film Institute eager to use his wide range of skills to be part of new and exciting projects.

EXPERIENCE

Cuties — Animator

MARCH 2020 - PRESENT

- A short film created for the British Film Institute.
- Working under direction I was responsible for creating 52 seconds of traditional animation in a pixelated style by interpreting storyboards.
- Using Photoshop After Effects and Blender I created an exciting and otherworldly animation with dynamic backgrounds.

Blackwave. The Game — Lead game designer and animator

MAY 2019 - OCTOBER 2019

- A mobile game/ arcade game created for Blackwave to promote their latest album.
- Working as an incredibly small team of two gave me the chance to take on many responsibilities such as: game design, character design, animation, programming and UI Design.
- Releasing the game on both iOS and Android, as well as building custom arcades which were designed to raise money for Music For Life.

Blackwave. — In house artist

MAY 2018 - PRESENT

- Working together with Blackwave I was responsible for their entire visual identity. Through this I have worked on various projects with them ranging from video clips to their album designs and designing the visuals on stage for their performances on the MIA's (Music Industry Awards of Belgium) and Pukkelpop.

QUALITIES

- Having a critical eye
- Able to take and give direction
- Valuing rhythm, timing, flow and design in my animation
- Learning from others and working as a team
- Being a problem solver who thinks critically
- Understanding the full game development pipeline
- Deliver quality work on a tight deadline

EDUCATION

Bachelor of Fine Arts

St. Lucas Antwerp 2017

Master of Fine Arts

St. Lucas Antwerp 2019

CORE SKILLS

2D Design and Animation

- After Effects
- Photoshop
- Adobe Animate
- Traditional oil painting

3D Sculpting Rigging and Animation

- Blender
- Zbrush
- Maya
- Substance Painter

Game Engines

- Unity
- Unreal

Programming Languages

- C#
- Javascript, PHP
- Html, CSS

LANGUAGES

Dutch, English

INTERESTS

Fine arts, Drumming, Film