

Curriculum Vitae: Alexander Delagrang

Name: Alexander Delagrang
Date of Birth: November 18th, 1990
Nationality: Belgian
Name: Alexander.Delagrang@gmail.com
Website: www.AlexanderDelagrang.com

Languages:

- Dutch - Mother tongue
- English - Excellent (C1 degree)
- French - Basic understanding

Experience:

- Digital Arts and Entertainment: Lecturer in 3D arts
- Freelance for Exis Interactive
- Guerrilla Games: Character Artist on Killzone Shadow Fall
- Guerrilla Games: Intern Character Artist on Killzone Shadow Fall
 - With highest praise and honors

Additional Experience:

- Attended 2016 GDC San Francisco
- Represent booths on Gamescom, Facts, SIDin's
- Playground Tower Defense - Game Project
- NanoPulse - Game Project
- Reanimate - Game Project

Education:

C1 Degree English

Bachelor Degree – Game Graphics and VFX @ Digital Arts and Entertainment

Secondary Diploma: Metal Machining

References:

- Dan Calvert Assistant Art Director at Guerrilla Games
 - Dan.calvert@guerrilla-games.com
- Regis Le Roy Academic Director at Digital Arts and Entertainment
 - Regis.Le.Roy@howest.be

Honors:

Artstation Pick – Helmet Concept

Polycount Banner – Humphrey Bogart realtime model

Polycount Recap – Arenatnet Lizard Art Test

Polycount Recap – Hayden Painting

Polycount Thread feature – Bend of Brothers

Gumroad recommended quality seal – Bend of Brothers

PluginFree Main header feature – Bend of Brothers

Evermotion Front page – Bend of Brothers

CGvfxing Front page – Bend of Brothers

Software & Skills:

Expert:

- 3DsMax: Modeling, UV's, Baking, Rigging, Scripting, Animation,...
- ZBrush
- Physically Based Rendering Theory

Strong:

- Unreal 4
- Substance Painter
- Fusion360
- Adobe software
- Keyshot & marmoset

Good:

- Substance Designer
- Substance B2M
- Modo
- Maya
- Marvelous Designer
- Perforce
- Unity
- Mudbox
- Xnormal
- Topogun
- Roadkill
- Topogun

Basic:

- C#
- C++
- 3DCoat
- Eyeon Fusion