

REMKO VAN DER AUWERA



Location

Mechelen (BE)
open to relocate

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Web

www.remkovanderauwera.com

Social

[LinkedIn](#)

3D Generalist / Motion Designer

Experience

- 2025 - Present **Freelance 3D Generalist & Motion Designer (BE)**
▪ Clients: Studio M, WAVA, Charlotte Dualé, D'heygere
- 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
▪ 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