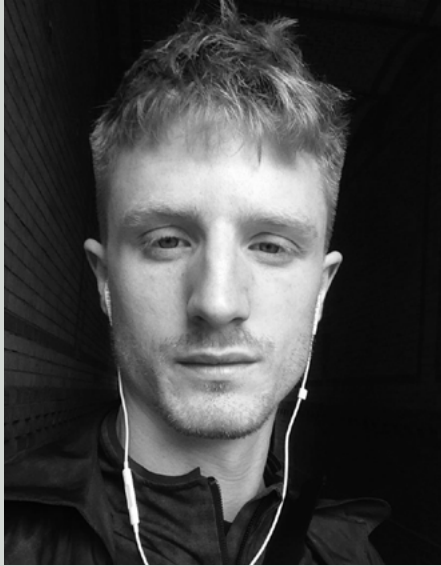


# REMKO VAN DER AUWERA



## Location

Mechelen (BE)  
open to relocate

## Email

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## Phone

+32 469 19 46 37

## Web

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

## Social

[LinkedIn](#)

## 3D Generalist / Motion Designer

### Experience

- |                |                                                                                                                                                                                                                                                                                                                                                                     |
|----------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2025 - Present | <b>3D design Lecturer, Thomas More (BE)</b> <ul style="list-style-type: none"><li>▪ Delivering courses in 3D modeling, texturing, animation, and optimized workflows for AR/VR applications.</li></ul>                                                                                                                                                              |
| 2025 - Present | <b>Freelance 3D Generalist &amp; Motion Designer (BE)</b> <ul style="list-style-type: none"><li>▪ Clients: Studio M, WAVA, Charlotte Dualé, D'heygere</li></ul>                                                                                                                                                                                                     |
| 2018 - 2023    | <b>Freelance artist en Digital creator, Berlin (DE)</b> <ul style="list-style-type: none"><li>▪ Clients: Studio M, Gruppe, LUEDER, Tess De Meerleer</li></ul>                                                                                                                                                                                                       |
| 2017 - 2021    | <b>Lead Studio Assistant, Studio Castillo Deball, Berlin(DE)</b> <ul style="list-style-type: none"><li>▪ Production of digital artworks supporting studio projects</li><li>▪ Coordination of exhibition setup and art transportation</li><li>▪ Technical documentation, and digital archiving</li><li>▪ 3D-rendered visualizations of exhibition concepts</li></ul> |
| 2014 - 2019    | <b>Artist and Curator at SOILcollective, Brussels (BE)</b> <ul style="list-style-type: none"><li>▪ Curatorial support and consultation with artists</li><li>▪ Developed and nurtured a collective artistic practice</li><li>▪ Conceived and developed exhibition concepts</li></ul>                                                                                 |

### Education

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

### Software

- |                |                                                                            |
|----------------|----------------------------------------------------------------------------|
| 3D packages    | Cinema 4D, Autodesk Maya, Blender, SideFX Houdini, Unreal Engine and Unity |
| Render Engines | Octane, Arnold, Redshift, Cycles                                           |
| 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                     |