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Website: <http://www.art-werx.com> (all images personal work)

<http://www.zbrushtraining.nl> (not all images personal work)

<http://www.3dsmaxtraining.nl> (not all images personal work)

Linkedin: [Chris Kautz](#)

Education: Royal Melbourne Institute of Technology, Victoria Australia: Industrial design.

I am an Australian designer and 3d Artist living in The Netherlands. I speak fluent Dutch and can read that language. I have a permanent residence status in Holland. I am an instructor at Zbrush Training and 3DSMax Training. I have taught 3D Computer Graphics at the Koning Willem 1 college in Den Bosch. I have made concepts and models, textured, rigged and animated for promotional, entertainment and informative end use, for both standard and real time applications. Including development of game ready assets for use in the Unity Engine and research and working examples for the Unreal Engine.

Disciplines

- 3d Computer Character Design, Visualization, Construction and Animation for games
- Industrial Designer
- Interior and Display Designer
- Graphics Designer
- 2D 3D Commercial Illustrator
- 3D graphics Visualizer

- Web Generalist
- Post Production Video and Audio including match moving and mixing work
- 3d Computer Graphics Instructor

Software Knowledge

- 3ds Max 3d software
- Motionbuilder Animation software
- Zbrush Sculpting software
- Unity 3d Game engine
- Unreal Engine 4
- Allegorighmic Substance Designer
- Allegorighmic Substance Painter
- Allegorighmic Substance Bitmap to Material
- Photoshop Image editing software
- Illustrator Image editing software
- Dreamweaver Web Site editing software
- Vegas Pro Video editing software
- Sonar and Reaper Audio editing Software

Work Experience latest to earliest

- 3D software instructor for Zbrush and 3DSMax. Website: [ZBrush Training](#) and [3DSMax Training](#). For the training sites not all images were made by me. All header images were mine.
- Designer/draftsman for Prestop B.V. Technical drawings and renderings of products related to the transfer of information from business to client for used in exhibitions and for permanent display, such as banks, universities and a wide array of commercial promotions.
- 3D Computer Graphics Instructor Koning Willen 1 College. 'sHertogenbosch Nederland. Department Media Art and Performance.
Responsibilities: Student instruction in the use of 3d software as a 'concept to production' tool for multimedia use. Interaction with staff, course planning, student performance assessment.
- Commercial Illustration: FreelanceTeam, Nueneen Nederland. Notable clients: Volkswagen, VNU Auto Week, Radio 2, Ritmeester, DAF Trucks, Amsterdam Police Corps.
Responsibilities: Illustrations for commercial media. Finished art for reproduction. Client contact, sales and promotion.

- Industrial Designer: Philips Nederland consumer products. Eindhoven Nederland.
Responsibilities: All stages of design development from pre visualization to machine model drawings, and sole artist for the future development section.
- Co Studio Owner and Employer: Kautz, Collins and associates Melbourne Australia. Notable Clients Nylex, Clark Rubber, Raleigh Bicycles
Responsibilities: Product design from concept to prototype development. Client contact and studio and staff management.
- Product Designer: Robert Pataki Consultancy Melbourne Australia
Responsibilities: Concept design and visualization from client and studio briefings.
- Designer: Robert Wainwright PTY. LTD. Melbourne Australia. Notable clients Nissan Automotive, MaDonald's Chain outlets. *Responsibilities:* Design solutions for shop interiors and display stands and provide presentation material and produce construction drawings for the fabrication crew.

Part time Work Experience

Café De Tijd: 1 year Barman. s'Hertogenbosch

Café De Uni: 3 months Barman. s'Hertogenbosch

Brookes farm: Farm work: cattle handling, fence repair. Australia,

Hickok Australia: Leather work, factory hand. Australia.

Philip Morris. Engineer's aid, goods loader. Australia.

Kind regards'
Chris Kautz