CV ELINE KOUIJZER

3D Artist



Eline Kouijzer
OOTMARSUM

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Personal profile

As a driven 3D artist, I transform complex ideas and architectural designs into photorealistic visualisations and atmospheric digital worlds. My passion for the profession began when, during my internship, I recreated the 'impossible' waterfall by the artist M.C. Escher in 3D. The freedom to manipulate reality and give shape to every conceivable space still fascinates me.

In addition to my experience with architectural visualisations in 3ds Max and V-Ray, I have more recently specialised intensively in Cinema 4D and Octane Render, with a focus on AI, motion graphics, simulations and VFX. I am currently delving deeper into procedural workflows within Houdini. I am eager to learn, enjoy taking courses and training programmes, and continuously develop myself in order to further expand my knowledge and skills. I'm open to freelance projects and permanent studio roles as a Houdini FX artist or 3ds Max visualiser in the Netherlands, as well as remote opportunities with studios abroad.

Outside of work, I like to go for a walk, play the guitar and enjoy a good cup of coffee. In addition, I am inspired by science fiction and fantasy films/series such as Star Trek, Game of Thrones and The Lord of the Rings. I also draw a great deal of inspiration from visually striking games, with a particular appreciation for the open world and natural scenery in RDR2.

Career, Education & Courses

2014 – present	Freelance 3D Artist & Instructor | E-Line Vision
	• Photorealistic architectural and product visualisations for a wide range of clients
	• Instructor in 3ds Max, V-Ray and rendering (online, classroom, in-company)
2025	Houdini FX Course (certificate) | Indian VFX School
2023	Revit Basics Course | Cadix
2020 – 2021	CGI / 3D Generalist | Lukkien (Ede)
2019 – 2020	Senior 3D Visualiser | De Beeldenfabriek (Rotterdam)
2017 – 2019	3D Visualiser | Theo van Leur Architectuur Presentaties (Amersfoort)
2016 – 2017	3D Visualiser | CIIID (Amsterdam)
2015 – 2016	3ds Max Advanced & Expert Courses | TEC/CAD College
2010 – 2014	MBO Media Designer (Level 4) | ROC van Twente (Enschede)
2014	Internship as Audiovisual Designer | Deventer Radio en Televisie
2012 – 2013	Internship as 3D Modeller | Digital Imaging ArchiVision
2003 – 2010	MBO & VMBO Programmes (Secretarial / Administrative)

Technical skills

<u>3D & Rendering</u>
Autodesk 3ds Max (10+ years)
V-Ray
Cinema 4D
Octane
Houdini (Python & VEX scripting, procedural workflows, Pyro, FLIP, POP, RBD & Vellum)

<u>CAD & BIM</u>
Autodesk AutoCAD (basic)
Autodesk Revit (basic)

<u>Plugins & Tools</u>
iToo Forest Pack
iToo RailClone

<u>Adobe Creative Cloud</u>
Photoshop
After Effects
Premiere Pro
Illustrator

<u>Other</u>
Photorealistic lighting & rendering
Architectural & product visualisation, animation, compositing

<u>AI-assisted workflows & prompt engineering</u>
Claude Pro (preferred), Gemini & ChatGPT for scripting (Python/VEX), troubleshooting and workflow optimisation



Languages

Dutch (Native)
English (Good)