



JB Willers

3D MODELLING DESIGNER

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jbwillers2001@gmail.com

LINKS

[My portfolio Website](#)

SKILLS

Blender 3D

3D Modelling

Hard Surface Modelling

Sound Design

Character Modelling

Architectural Modelling

Landscape Creation

Product Visualization

3D Animation

Compositing

Python Coding

C# Coding

Unity

Quality Control

Texture Artist

PROFILE

I am a dedicated individual with a strong desire to learn and grow through challenges. I am aiming to become a proficient 3D modeler. My primary interest lies in landscapes and hard surface modeling, but I'm also open to exploring other areas within the field.

WORK EXPERIENCE

3D Modeller and Texture artist at The Boiler Room Productions

October 2023 - Present

As a 3D generalist at The Boiler Room Productions, I have created multiple assets and have textured many machines. I've also learned how to work with developers and implement 3D to Unity workflow. One of the best things about The Boiler Room is the teamwork, and I am known to be a team player. I am also responsible for quality control at The Boiler Room, where I'm proficient at testing and pointing out problems in developers' scene/build.

I am currently learning how to code in Python, and soon I will have completed my course and have my certificate.

Co-Founder and 3D artist at Coded Cookie

February 2023 - Present

As a co-founder and 3D artist at Coded Cookie, I assisted in the development of Axoquatic, a 3D Arcade game with an educational spin, within a timeframe of 4 months.

Utilising my skills in Blender and Substance Painter, I contributed to various aspects of game development, including 3D modeling, texturing and material creation. Our collaborative efforts resulted in the successful launch of one of our games, showcasing our ability to deliver high quality visual assets and engaging gameplay experiences.

This experience at Coded Cookie further enhanced my proficiency in Blender and Substance Painter while providing valuable insights into the game development process.

Internship at XRI Development at the University of Pretoria

October 2022 - October 2022

During my internship at XRI Development at the University of Pretoria, I gained practical experience and honed my skills in Substance Painter, Unity, Unreal Engine 4 and Blender.

This opportunity allowed me to work on various projects and enhance my proficiency in texturing and material creation using Substance Painter. I gained hands-on experience in game development using Unity and Unreal Engine 4, and 3D modeling and animation using Blender.

This internship provided me with a solid foundation in these key tools and technologies of the 3D visualization industry.

3D Modeller at Kopanang Engineering, Steelpoort

July 2020 — July 2020

During my first year of study, I had the opportunity to apply my skills in Blender through a holiday employment position. As part of the role, I successfully modeled a trailer, showcasing my ability to translate concepts into 3D assets.

This experience solidified my proficiency in Blender and highlighted my dedication to continuously learning and development within the field of 3D modeling.

EDUCATION

BA Film Arts (2022) at Open Window, Pretoria, Centurion

January 2020 — December 2022

As a recent graduate, I successfully completed my 3D Animation major course, culminating in the acquisition of my degree. In my third and final year, I made a deliberate shift towards a 3D focus skill, transitioning from my previous major in Sound Design.

With a dedicated focus on VFX as a subject within my 3D major, I further refined my abilities and knowledge in visual effects, solidifying my skill set as a 3D animator.

Lydenburg Highschool, Lydenburg

January 2015 — December 2019

- Prefect in matric, demonstrating leadership skills and responsibility.
- Held the role of Class Representative from grades 8 to 11, showcasing strong communication and organizational abilities.
- Awarded a second-place medal at Eskom's National Science Expo in Matric, highlighting a dedication to innovation and academic excellence.
- Proficient in subjects such as Engineering Graphics Design, Civil Technology, and Computer Applications Technology.
- Active participation in the school choir, achieving second place in the KykNet "Sing in Harmonie" competition in 2018.
- Achieved first and second place in the school talent show for beatboxing in separate years, showcasing creative and performance skills.
- Actively supported various sports teams as an enthusiastic attendee of both home and away matches in sports such as hockey, rugby, and cricket.

REFERENCES

Sean Viljoen

Open Window

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Kopanang Engineering

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Lydenburg Highschool

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LANGUAGES

Afrikaans – Home
Language

English - Fluent

HOBBIES

I love to collect and solve all sorts of Rubik's cubes, because nothing represents 3D thinking more than these toys.

I am also a self-taught Guitar and Piano player.