

# Christiaan de Jager

Game Designer & 3D Artist

Centurion, Gauteng  
South Africa  
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## EXPERIENCE

### Nulitics, South Africa— *Game Designer & 3D Artist*

MARCH 2020 - PRESENT

I am currently employed at *Nulitics* as a Game Designer, Developer and 3D Artist, working on various projects ranging from Augmented Reality Games to Commercial Enterprise software.

## EDUCATION

### Open Window, South Africa— *Bachelor of Arts Honours*

2020 - 2021

Completed my Bachelor of Arts Honours in Visual Communication with specialisation in Game Design.

### Open Window, South Africa— *Bachelor of Arts*

2017 - 2019

Completed my Bachelor of Arts with specialisation in Game Design and focus skill: Game Development.

## INFORMATION

### About Me

I am a Passionate Game Designer. I enjoy planning, designing and creating games. I can approach tasks from a design- or technical perspective, and enjoy working with the Technical Art aspect of Game Design. I work hard and I am efficient, especially when working in a team.

Portfolio: <https://christiaandejager.com/>

Game Projects:

Itch: <https://spacedassie.itch.io/>

3D Art & Assets:

ArtStation: <https://www.artstation.com/spacedassie>

## SKILLS

Game Design  
Level Design  
Game Development (C#)  
3D Modelling & Animation  
Asset Optimisation  
Texturing  
Game VFX & Shaders

## SOFTWARE

Unity  
Blender  
Substance Painter  
Adobe Photoshop  
Visual Studio Code

## AWARDS

**Open Window 2018** - Pangolin award for *Most Innovative 2nd Year Film Arts Project*

**Open Window 2019** - Pangolin award for *Best Game Art*

**Open Window 2020** - *Top Student 2019* award for Bachelor of Film Arts: AA

## LANGUAGES

English, Afrikaans