

Mitchel Geraedts

Nature Environment Artist

Location: Eindhoven, the Netherlands

For inquiries, you can reach me at:

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Relevant Experience

“NihonGO!” – Japanese Learning game prototype

HKU Year 1 End Project | Dec 2023 - Jul 2024

Role: Solo Game Developer & Environment Artist

- Created an immersive 3D Japanese village environment for a language learning game prototype.
- Focused on cultural accuracy and language immersion through player-NPC interactions.

“Show Me” – Concept Game Pitch for Netherlands3D

HKU Group Project | Oct 2024 – Nov 2024

Role: Environment Artist

- Collaborated with a team to pitch a concept game to demonstrate how the Netherlands3D platform could be used for recreational purposes.
- Designed and built a sunken Netherlands environment, focusing on creating atmospheric and visually appealing 3D landscapes.
- Presented the concept to the client as part of a professional pitch.

“Econeer” – Ecosystem Prototype for ROM Utrecht Region

HKU Group Project | Feb 2025 - Mar 2025

Role: Environment Artist

- Developed a stylized 3D forest environment based on team-approved 2D concept art
- Translated hand-drawn visual concepts into a fully realized 3D island ecosystem using industry-standard tools
- Collaborated in a multidisciplinary team to deliver a functional prototype within a two-month deadline

Education

HKU – University of the Arts Utrecht

Bachelor of Design – Game Art

Sep 2023 - Present

- Specialization: 3D Environment Art
- Focus area: Stylized and natural world-building, with emphasis on vegetation, terrain, and atmospheric storytelling

Skills

3D Modeling & Sculpting

- Blender (primary), Maya (learning), ZBrush (learning)

Texturing & Material Creation

- Substance Designer, Substance Painter

Game Engines

- Unity, Unreal Engine 5.3 (learning)

Other

- Gaea (terrain generation), GitHub (version control)

Certifications & Courses

Unreal Engine 5.4 and Gaea 2.0 Environment Creation

Udemy – Online Course

Completed: 2024

- Learned advanced techniques in procedural terrain generation using Gaea
- Imported and optimized assets within Unreal Engine 5

Substance Designer 2024: Stylized material creation

Udemy – Online Course

Completed: 2024

- Focused on node-based workflows, color variation, and stylization techniques
- Developed custom materials suitable for stylized games and environment design

Languages

- Dutch – Native (C2)
- English – Fluent (C1 – Cambridge Certificate, 2021)