

# FREDERIC CAEYERS

FREDERIC.CAEYERS@GMAIL.COM

From when I was a child, I was always in love with movies and theme parks. I always tagged along with my mother to as many theme parks and amusements parks as possible as well as cinemas and film festivals.

I got the opportunity to study in France on a study exchange for 3D Animation & VFX while studying 3D Production & VFX and Look Development in Belgium.

For my masters, I have been the pioneer on a partnership between two universities in Flanders, Belgium and Quebec, Canada.

I am a 3D/2D artist with a focus on 3D Modelling, texturing and rendering.

Currently I am studying a PhD in Text & Technology at UCF in Orlando, Florida

## INFO

SEPTEMBER 15, 1998  
DRIVERS LICENSE B  
BELGIAN

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## LANGUAGES

Dutch Slovak  
English French  
Czech German

## SKILLS

### ART

Digital/Analogue Drawing/Painting  
Pencil Charcoal  
Ink Waterpaint  
Acrylic Etching  
Live model Design

Rendering  
Color Correcting  
Art presentation

### PROGRAMS

3DS Max ZBrush  
Maya Photoshop  
Arnold Substance Painter  
Renderman Corona

### TEACHABLE CLASSES

Preproduction Digital Design/Painting  
3D Modelling Look Development  
Environmental Storytelling  
Environmental/Set/Production design  
Film/Video Game Analysis  
Digital Sculpting

### RESEARCHES

(Author)

The design of movie-based theme park attractions: Exploring environmental storytelling to create immersive dark ride experiences.

[https://constellation.uqac.ca/id/eprint/7908/1/Caeyers\\_uqac\\_0862N\\_10828.pdf](https://constellation.uqac.ca/id/eprint/7908/1/Caeyers_uqac_0862N_10828.pdf)

Environmental storytelling in dark rides: A research-creation on designing immersive attractions

<https://seoul.edu/wp-content/uploads/2023/01/Original-3.pdf>

## EDUCATION

- HIGHER **MASTER IN DIGITAL ARTS** (+1 (514) 288-3447)  
at Ecole NAD (UQAC) Montréal Canada, aug 2019 to aug 2021  
Researched environmental storytelling in movie-based theme parks
- BACHELOR 3D PRODUCTION & VFX (MINOR IN LOOK DEVELOPMENT)** (+32 56 23 43 60)  
at Howest DAE Kortrijk Belgium, sept 2016 to june 2019
- ERASMUS 3D ANIMATION & VFX (STUDY EXCHANGE)** (+33 4 50 23 00 00)  
at Ecole Aries Annecy France, sept 2018 to feb 2019
- SECONDARY **VISUAL ARTS** (+32 9 224 08 76)  
at Sint-Lucas humaniora Ghent Belgium, sept 2014 to june 2016
- MODERN LANGUAGES - SCIENCES** (+32 9 222 14 52)  
at Sint-Pietersinstituut Ghent Belgium, sept 2010 to june 2014

## WORK EXPERIENCE

- 2021 **FREELANCE ARTIST**  
pres. Strickland Media (lonstrickland@gmail.com)  
I worked on a storyboard for two scripts: "Exorcist: Armageddon" and "Hellraiser: Hellwar". A poster design for: "Billy Kills the Internet".  
Aswell as a short animation.  
BoldMove Nation (hello@boldmove-nation.com)  
I worked on designs for: Smash & Reload, AR Quest, Too Mush and Sing & Rise.  
P&P Projects (info@ppprojects.com)  
I worked on the 3D textures of a waterride vehicle.
- 2020 **FREELANCE JOURNALIST**  
pres. Tijdschrift FILM & Snapshots (vanlaerpatrick5@gmail.com & lukasdevos@yahoo.com)  
I write articles on movies for the FILM and Snapshots magazines.  
Beyond Gaming (Joeri.temmerman@beyondgaming.be)  
I write articles on video games, theme parks and various entertainment
- 2020 **STUDENT THEMED ENTERTAINMENT PROJECT (STEP)**  
Associate Art Director (xochiltkhoury@gmail.com)  
I worked with different teams on the building design and façades. I also assisted other teams that needed help with designs or artistic feedback.
- 2019 **KCC ENTERTAINMENT DESIGN**  
2D/3D Concept Design artist, Internship (+32 56 43 98 43, sales@kcc.be)  
I got tasked with 3D modelling and texturing props, vehicles and assets for theme parks and their attractions.  
On top of that I got to 2D design some assets to further improve some environments. I also got to 2D draw some layouts of two different park areas.  
If needed I also did some post production on the renders like: color correcting, adding scale figures and adding static effects.
- 2017 **PRETPARKEN.BE (Theme park website/magazine)**  
2018 Instagram coopererator (press@pretparken.be)  
I had to visit parks, take pictures and upload them to the magazine's Instagram page and write short informative descriptions and/or reviews.

## MISCELLANEOUS

- 2020 **ECOLE NAD (UNIVERSITE DE QUEBEC)** (+1 (514) 288-3447)  
2021 Guest lectures on design  
Gave theory to the Bachelor's on the design of escape rooms as well as the links between video game and theme park design.  
Librarian  
Take care of the books and equipment that is being loaned out to students.
- 2015 **THE GREAT ESCAPE (OBSTACLE COURSE)** (info@run2escape.be)  
Overseer at one of the obstacles  
I had to make sure the contestants were safe on the course and act in case of an emergency along with the firemen.