

MOTION CAPTURE OPERATOR & 3D ANIMATOR

PROFILE

I am a motion capture operator and 3D animator with 4 years of educational experience and 1,5 year of professional, industry experience.

I'm eager to grow within the industry and continuously improve myself while pushing my work forward. I am incredibly passionate about working on games and look forward to working with other professionals. Through my education and professional experience I have learned a number of valuable skills and am excited to learn new skills and improve my current ones.

Motion Capture is a huge interest of mine and I am very curious to see how this will develop within the game industry. I am therefore seeking a position where I can develop myself in this field and deliver emotions and animations through games.

CONTACT

PHONE:
+31-630243980

EMAIL:
dagmardik9@gmail.com

DAGMAR DIK

[Portfolio Website](#)
[Artstation](#)

Motion Capture Operator & 3D Animator

TECHNICAL SKILLS

Familiar Software includes:

- OptiTrack
- Rokoko
- Noitom
- Autodesk Maya
- Blender
- ZBrush
- Unity
- Unreal Engine
- Marvelous Designer
- Adobe Photoshop
- Adobe XD
- PaintTool SAI
- Clip Studio Paint
- Microsoft Office

RELEVANT EXPERIENCE AND EMPLOYMENT

Provrex BV - Motion Capture Operator

August 2021 – Current

My current employment as Motion Capture Operator has taught me a lot about animating characters using the Rokoko motion tracking suit. I have also taught myself more about keyframe animations here. Next to this, I have worked with software such as Character Creator 3, Marvelous Designer, Blender, Maya and Unity.

Target3D – Intern / Motion Capture Assistant

February 2019 – June 2019

During my internship, I worked with OptiTrack motion capture technology, recorded motion capture data, created 3D models and animated these models using the recorded data. I assisted in directing motion capture sessions and communicated closely with clients to make the process go smoothly. I also helped colleagues with biomechanics or animations. My internship assignment was creating a real-time virtual environment that could be filmed through a VR Camera, actors could be placed in the virtual scene through motion capture.

HOBBIES AND INTERESTS

I greatly enjoy playing games and often spend time behind my PC playing with friends or alone. I enjoy playing on different consoles and seeing the way these consoles approach art and design in vastly different ways. Seeing the extend in which the game industry is improving and how new games come out every year looking more beautiful than before make me excited to contribute to this too.

Next to digital games, a massive interest of mine is tabletop games. Every other week I embark on new journeys with close friends through Dungeons and Dragons, where I tell the story of a western outlaw gang traversing the American wastelands. Telling a story and creating different characters that people get invested in, and seeing their reactions as events happen, are amazing to me. It only further fuels my passion of creating these experiences and characters digitally.

Aside from gaming, I enjoy baking, cooking and trying out different recipes. I love to make music and often play guitar, banjo or sing when I feel like taking it slow. I also work on cosplay in my free time, where I recreate costumes from games or movies to the best of my extend. Working on these hobbies is a way for me to clear my head and refresh myself, something I value a lot.

VR Arcade Amsterdam – Graduation Student

February 2020 – February 2021

For my graduation assignment, I created an innovative solution for the VR Arcade's problem. I created a virtual, guiding NPC that would onboard the player into their virtual experience and assist wherever necessary. I created this NPC through multiple iterations and extensive research.

Pearle Opticians – Sales Employee

August 2019 – August 2021

Working as a sales employee has allowed me to learn the various aspects of customer service and communicating clearly. This role includes giving customers professional, medical advice and working with them to deliver the best optical healthcare. Though it was not the field I had studied for, I learned quickly and made sure to constantly improve myself. By overcoming new challenges every day, I learned how to be resilient and flexible.

References available upon request

EDUCATION

Hanze University of Applied Sciences – Game Design & Development

September 2016 – February 2021

Recent Modules

Game Development #2	9.1
Project GameLab #1	8.2
Project GameLab #2	8.0
Perspective on User Experience	9.0
Graduation Project	8.2

During my study I learned how to work in multicultural groups to create a variety of serious and entertainment games. My roles here included art, design and coding. My education also included a 6 month internship and a year-long graduation project.

Windesheim Zwolle – Security Engineering

September 2018 – February 2019

Recent Modules

Security Engineering	Passed
Prince2 Project Management	Passed

During my minor, I worked for a confidential client in order to test the security of the company their digital infrastructure. We did this through penetration testing, ethical hacking and social engineering.