



CURRICULUM VITAE

Personal Details

-  Jef Dehouse
-  Rue Pierre Mattheussens 26
1140 Evere
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-  jef.dehouse@gmail.com
-  Birth: 29th August 1995
-  Nationality: Belgian

Software Skills

- Photoshop
- After Effects
- Premiere Pro
- TVPaint
- Maya
- Dragonframe
- Unity
- Blender (novice)

Language Skills

- Dutch ● ● ● ● ●
- French ● ● ● ● ●
- English ● ● ● ● ●

Hobbies & Interests

- Philosophy & Science
- Music
- Videogames

Education

- 2020 - 2026 Painting
Sint Lukas Academie, Brussels
- 2017 - 2019 Specific Teacher Training
LUCA, Ghent
- 2013 - 2017 Master of Audiovisual Arts - Animation
Ehb RITCS, Brussels
- 2007 - 2013 ASO - Latin, Sciences
K.A. Grimbergen, Grimbergen

Work Experience

- 2017 - present THE PACK, Brussels
Creative Direction, Creative Supervision

I am responsible for the creative direction and supervision of projects focusing on Animation, Video Games and VR. Notable projects include Journey To Yourland, Replaceable, The Werewolf Experience, Letter From The Heart, La Petite Souris and The Bottanix.

- 2016 Enclume Animation Studios, Brussels
Cleaning and Coloring + SFX

I worked on a 2D short film by Rémi Durin; "La Licorne". I had to clean 3D animation in TVPaint, then color it in using multiple different brushes and techniques. I also had to animate some small special effects like wind, clothing, fire, rope and hair.

- 2015 Beast Animation, Mechelen
Set and Prop Construction Internship

My internship consisted of building setpieces and props for the stop-motion TV series "Rintje".

Varia

- 2023 - present The Brussels Philosophy Meetup, Brussels
Co-organizer

I regularly prepare and moderate English meetups where a group of around 20 people discuss a range of philosophical topics in the heart of Brussels.

Online Presence

- Website www.jefdehouse.com
- Linkedin be.linkedin.com/in/jefdehouse
- Vimeo vimeo.com/jefdehouse