



CURRICULUM VITAE

Personal Details

-  Jef Dehouse
-  Rue Pierre Mattheussens 26
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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

- 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
(Art) Direction, Creative Supervision

At THE PACK, I am responsible for the (art) direction and supervision of projects focusing on Animation, Video Games and VR. Notable projects include Journey To Yourland (animated feature film), Replaceable (video game), The Werewolf Experience (VR), Letter From The Heart (VR) and La Petite Souris (VR).

- 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. Everything had to be done according to a strict planning and quotas.

Internships

- 2015 Beast Animation, Mechelen
Set and Prop Construction

My internship consisted of building setpieces and props for the stop-motion TV series "Rintje". Everything was sculpted and painted by hand using composite wood, artificial plants and lots of imagination. Good teamwork and speed were very important.

Online Presence

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