



Malebo Em Botden

VISUAL DESIGNER & LIGHT ARTIST

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DUTCH Native
ENGLISH Fluent

We should not focus on telling stories only using words but on showing them through the details. Allow the elements in an experience or game to speak for themselves!

For my visual designs and lighting compositions, I often draw inspiration from alternate realities. To create my designs, I conduct research, write, design, and, of course, collaborate with ambitious and motivated teams!

Education

2024

CGMA | LIGHTING FOR GAMES

Short course by Adriano Grasso

2023 - present

LEARNSQUARED | STYLEFRAMING

Short course by Zaoeyo

2023 - present

LEARNSQUARED | MAIN TITLE DESIGN

Short course by Ash Thorp

2019 - 2023

HKU | GAME DESIGN

Higher Professional Education
Double Honours

2019 - 2023

RIJN IJSSEL | MAKEUP ARTIST

Secondary Vocational Education
Certificate of Excellence
Cum Laude

Skills

UNITY ENGINE 3D

Dialogue (Inky), UI, camera's (Cinemachine), basic mechanic implementation (C#), greyboxing (ProBuilder), lighting, post-processing.

UNREAL ENGINE

Lighting, camera's & set dressing.

AUTODESK MAYA

3D blockouts.

ADOBE CREATIVE SUITE

Photoshop, Illustrator, XD, After Effects
UI/visual design, sketching/painting, photo editing, motion graphics, prototyping.

FIGMA

UI design.

POWERPOINT & KEYNOTE

Visual design & animation

Work Experience

2021 - 2022

MINDGAME

6-Month Internship Visual and Game Design

Colouring cards for a board game using Adobe Photoshop.

Creating low- and high-fidelity interface designs for mobile applications using Adobe XD.

2020 - 2022

PROJECT ESCAPE

Visual Designer and Game Host

Drawing (game) police composite drawings using Adobe Photoshop.

Guiding players through the online escape experience.

2019

DUTCH NATIONAL OPERA & BALLET

4-Month Internship & Hired Professional Make-up Artist

Madama Butterfly, Aus Licht, YP Gala, Pagliacci Cavalleria Rusticana.

2017 - 2018

ATELIER KEVIN VAN DEN BERGH

6-Month Internship FX Make-up Artist

Creating FX make-up applications for film, tv, events, and applied purposes.

Academic Projects

2023

CAVED

3D Horror-Adventure Game, Unity 3D

In-engine: narrative, level greyboxing, UI, camera implementation, lighting, post-processing.

Visual: logo design (Photoshop), UI design (XD), motion graphics (After Effects), promotional material.

2022 - 2023

MOONTALES

3D Cozy-Adventure Game, Unity 3D

In-engine: narrative, development, UI, camera implementation, lighting, post-processing.

Visual: logo design (Photoshop), UI design (XD), motion graphics (After Effects), promotional material.

2022

EXOLIGHT

3D Educational Game, Unity 3D

In-engine: narrative design,

Visual: UI design (XD), motion graphics (After Effects), promotional material.