

MALOU SANDIG

3D DESIGNER & DEVELOPER

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🏠 Amsterdam

🌐 www.malousandig.com

👤 [Malou Sandig](#)

PRIMARY SOFTWARE

Unreal Engine
(5.0 / 5.1)

Cinema 4D / Blender / Maya
(Redshift and Octane)

Adobe Creative Suit
(Pr, Id, Ai, Ps, Lr, Ae)

Marvelous Designer

uDraper

iClone

PYTHON / HTML / JAVA
(Only basic coding skills, but
sufficient understanding)

Mocap Software
(Rokoko, XSens, Faceware)

EDUCATION

2017 - 2022
Bachelor in Media &
Communication at The Design
Academy in Eindhoven, The
Netherlands.

2011 - 2017
HAVO NT/NG Profile with
Wiskunde D, German and Arts at
Christelijk College Nassau Velue
in Harderwijk, The Netherlands.

BIO

Malou Sandig is active as a digital designer specializing in the creation and development of digital humans and 3D design. Her work involves translating an idea into concrete visuals and helping to unfold complex pipelines into straight-forward workflows. Applying creative thinking and keeping up with the current developments in the field of 3D and technology, she is able to translate your concepts into a visually striking output.

WORK EXPERIENCE

02-2022 - 02-2023 @Escherverse in Amsterdam, The Netherlands

RESEARCH AND DEVELOPMENT AT ESCHERCLOUD

- Development of the full pipeline to design digital assets and digital influencers
- 3D Designer of virtual assets
- 3D Developer of cloth simulation and physics
- Researcher into digital humans and the creation of a digital influencer
- Partnered with NVIDIA for the use of their Omniverse platform
- Collaborated with XSens for the use of their full mocap suits and softwares for the recording of motion capture data
- Collaborated with Sum Viva for a direct user case, leading the communication and development of the full project

03-2022 - 03-2023 @SumVivas, Remote

3D DEVELOPER AND DESIGNER AT SUM VIVAS

- Head 3D developer for the DEX project
- Full creation of 3D character creation
- 3D designer of digital assets such as custom hair, clothing, environment, lighting
- 3D rigging, weightpainting and animating
- 3D cloth rigging and simulation

09-2022 - 11-2022 @POST NEON in Amsterdam, The Netherlands

3D DESIGNER FOR POST NEON

- 3D Environment and spatial lighting designer for the CARA x CARL project
- 3D Clothing rigging and character animation

02-2023 - CURRENT @MEYY, Remote

3D DESIGNER FOR MEYY AND ELEVEN MANAGEMENT

- Creation of a digital twin of the singer Meyy
- Clothing creation and rigging
- Cover art design
- 3D Animating of Meyy's digital twin

06-04-2022 @STRP Festival in Eindhoven, The Netherlands

LAN PARTY HOST AT STRP SCENARIO #16: INTERSPECIES INTERNET INO A 3D EXPERIENCE IN VRCHAT

- Setup of a VR environment
- Curation of a LAN party
- Support and management of a virtual talk inside a VR environment hosted inside VR chat

18-03-2022 @The Design Academy in Eindhoven, The Netherlands

SPEAKER AT THE RESEARCH FESTIVAL

- Curation of live demo displaying digital humans and digital twins with live motion capture animation
- 3D Designer of digital humans
- Technical advisor for motion capture animation real time
- Real time mocap director

06-2021 @Residency For The People, Eindhoven, The Netherlands

WEBSITE DESIGNER AND CREATIVE DIRECTOR FOR RESIDENCY FOR THE PEOPLE

- Website designer and developer for full website of RFTP
- Creative support and mentorship for web design interns
- Creative director and identity designer for RFTP

07-2020 - 02-2021 @ VPRO, Hilversum, The Netherlands

3D ANIMATOR AND VISUAL CONCEPT DESIGNER AT VPRO

- Designed and created 3D visuals for VPRO Tegenlicht, that were used in their publications and documentary series.
- Design internship for the documentary series Planet Finance, creating visual explainers, 3D visuals and infographic visuals for the documentary series.
- Design interactive game for the Planet Finance documentary, developing the UI and UX design

09-2019 - 02-2020 @Exarchia, Athens, Greece

CO-FOUNDER KINDOFF KOLLECTIF

- In collaboration with Design Academy Eindhoven, Kindoff was a 6-month project to create a collective and exhibition space in Athens, Greece. Responsibilities were communications, graphic design, event organizer, group mediator, social media managing and overall group manager.

09-2018 @The Fabriek in Eindhoven, The Netherlands

EXHIBITION COORDINATOR DE FABRIEK

- A project in collaboration with Design Academy, creating a sound and image exhibition at "De Fabriek" in Eindhoven. I was part of coordination of the exhibition, exhibiting, and curating.