



Elias Triest

INDEPENDENT GAME DEVELOPER

I'm eager to learn new ways to tackle a problem and optimizing my skills. Creating projects that get people invested is a passion of mine. I'm a team player who enjoys working together to achieve a great finished project.

CONTACT

- Elias.triest@gmail.com (personal)
- Elias.triest@student.howest.com
(school)
- [My website](#)
- +32 489 96 26 80
- Antwerp, Belgium

EDUCATION

HOWEST
Digital Arts & Entertainment
2021-2025

SKILLS

- Game Design
- Programming C#
- Game Art
 - Maya
 - Blender
 - Photoshop
 - Substance Painter

EXPERIENCE

GAME DESIGNER/3D ARTIST HIGH-FIVE

Mar 2023 – Jun 2023

Together with my team, we created a game for our client High-Five for one of our courses. The game was made to align with the client's mission to broadcast road safety to children and make them aware of how to behave in traffic. For this project I started out by helping the design of the core mechanics and structure of the game. Later I worked as a 3D artist. I took the task of creating the main character in the game and booster items that the player could pick up.

FREELANCE 2D ARTIST HIGH-FIVE

Aug 2023 – Apr 2024

During the month of August High-Five hired me to create an avatar creation system for their website platform. The purpose of this platform was for children to be able to choose an avatar. I created a variety of different stylized options the kids could select. Occasionally during the schoolyear they would hire me to create extra sprites for particular events.

GAME ARTIST UNWRAP GAME JAM

Feb 2024

During the Game Jam of 48 hours, I was one of the artists on our team. As part of my role I created 2D sprites for our game characters. This included creating enough frames for each character to create different relevant animations.

EVENT MANAGER HOWEST ESPORTS

2023 - Jun 2024

I was responsible for organizing game inspired events with my team. I had to divide tasks, organize venues etc.