



Senne Sterckx

LIGHTING & COMPOSITING

Personal info

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Artstation

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IMDb

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Languages

Dutch

Native

English

Fluent

French

Intermediate

Summary

Passionate Lighting and Compositing Artist with a goal to light your day. Experienced in the creation of stunning visuals and integrating 2D and 3D elements. Skilled across compositing and CG pipelines, with a focus on creating stunning imagery through light. Open to opportunities across games, film, TV, and advertising.

Work experience

KEYWORDS STUDIOS

LQA tester (Dutch), 2026 (Jun)-present

- Writing bug reports.
- Addressing localisation and functionality bugs.

FLOW-POSTPRODUCTION

VFX intern, 2025 (Feb)-2025 (Jun)

- Performed a variety of clean-up tasks, including removal of reflections, actors, and unwanted elements.
- Integrated 2D elements into live-action plates with attention to lighting and motion consistency.
- Executed screen replacements with accurate tracking and colour matching.
- Assisted with Effect recreation.
- Contributed to asset creation, including modelling and texturing.

TABLE 1988

Event Runner, 2018 - 2022

- Supported the smooth execution of events by anticipating client needs and delivering timely assistance.
- Managed on-the-spot problem solving to ensure events ran efficiently.
- Coordinated with colleagues and clients to maintain high levels of service and satisfaction.
- Developed organizational skills and adaptability in a fast-paced, high-pressure environment.

Academic profile

DIGITAL ARTS AND ENTERTAINMENT,
KORTRIJK

3D Production & Visual Effects, 2020 - 2025

- Learned to create quality visuals through modelling and texturing.
- Applying compositing techniques to integrate CG elements onto real life footage

URSULINEN MECHELEN

Accounting and IT, 2017 - 2020

- Learning to write basic program interfaces and scripts to automate simple tasks.
- Applying gained knowledge to produce quality websites for clients and companies
- Learned the basics of accounting in companies

Skills

- Maya	-Substance 3D Painter	-Davinci Resolve
- Unreal Engine	-Substance 3D Designer	-Nuke
- Zbrush	-Photoshop	-After Effects
- Blender	-Reality Capture	-Python
-Houdini	-Fusion 360	-C#