

# RESUME

# JARON HUYSENTRUYT

---

## Intern-Architect

### INTENT

Searching for an internship in a small to medium-sized architectural firm, to work on all aspects in the design and execution of the architectural process.

### INTERESTS

My main interests are architecture, especially home design and Japanese style homes and concepts, 2D/3D graphic design; digital and analog, videogame design and production; any kind of space- and worldbuilding.

### SKILLS

Conceptualizing and designing architectural projects, incorporating conceptual ideas in these designs, 2D and 3D digital and analog design, translating these to technical documents and presentational art, working in teams and taking decisions, fast learning of new techniques and programs.

### EDUCATION

- **Master Architecture** 2013 - 2018  
KU Leuven, Campus Gent  
With Erasmus in San Jorge University, Zaragoza, Spain (Spring 2017)
- **Digital Arts & Entertainment (DAE)** 2010 - 2013  
Hogeschool West-Vlaanderen, Kortrijk
- **AFS (exchange program)** 2009 - 2010  
Soledad High School, Soledad, CA, USA
- **Architectural Education** 2003 - 2009  
SASK, Roeselare
- **Sciences-Maths** 2003 - 2009  
Klein Seminarie, Roeselare

### EXPERIENCE

- **Technical designer** 2017  
Winsol, Izegem  
Drawing of technical files for the production of windows and doors using architectural plans.
- **Digital Artist** 2011, 2012, 2014  
Studio Nick Ervinck, Lichtervelde  
2D and 3D art production following the artist's wishes.

### PERSONALIA

Jaron Huysentruyt  
° 8 april 1991, Roeselare  
Tel: +32 474 74 85 64  
Mail: j.huysentruyt@gmail.com  
www.jaronhuysentruyt.com

### TOOLS

#### Digital Graphics:

Autodesk AutoCAD,  
Adobe Photoshop,  
Adobe Indesign

#### 3D Modeling:

Autodesk 3DS Max,  
Google SketchUp,  
Blender

#### General

Microsoft Office,  
Unity,  
UDK Unreal Engine,  
Adobe After Effects,  
Adobe Premiere

### LANGUAGES

Dutch	native
English	fluent
French	basic
German	basic
Spanish	basic