



Kylian van Alphen

Multimedia Designer | 3D & Unreal Engine

Portfolio & Socials:



Contact

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About Me

Multimedia designer and 3D artist with a Bachelor in Multimedia & Creative Technologies and a Micro-credential in Unreal Engine. I combine 3D, animation, motion design and visual communication to create engaging digital experiences. Through freelance work and personal projects, I have experience developing visual concepts from idea to final production.

Education

Erasmus hogeschool Brussel (2020 – 2024)

- Bachelor Multimedia & Creative Technologies

Luca Continue Gent (2026)

- Micro-credential Unreal Engine

Luca School of Arts (2024 – 2026)

- Animation Film
Additional Studies

Licences

- Car Driving License B
- Drone Open Sub Category
A1-A3
- Forklift Certificate
AV-001

Languages

- Dutch (Native)
- English (Fluent)
- French (Basic)

Skills

• Technical

 Photography

 Video

 Motion Design

 2D & 3D Animation

 Unreal Engine

 Adobe Creative Suite

• Personal

 Teamwork

 Fast Learner

 Creative Thinking

 Communication

Experience

• Freelance Multimedia Designer

September 2024 – Present

Develop visual concepts and content including graphic design, photography, video and animation.

Manage projects from concept and production through final delivery and client communication.

Create visual communication materials for clients and organisations, including Special Olympics Belgium.

• Digital Designer, Fire Department North Limburg, Lommel

August 2024 (Student)

• Intern, Special Olympics Belgium, Brussels

Januari 2024 – April 2024 (Intern)

Assisted in creating motion graphics and visual communication materials for events and campaigns.

Awards & Honors

• Best Final Work, Audience Award

Erasmus hogeschool Brussel 2024

• Graduated with distinction

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