

CURRICULUM VITAE 2025

Ruan Lombaard



Graduate : Bachelor of Film Arts
The Open Window Institute

Specialisations

Game Development
User Interface
C# Coding
Unity
3D Modelling & Animation

PERSONAL INFORMATION

Name : Ruan Hermanus Lombaard

Date of Birth : 29 / 05 / 2001

Identity Number : 0105295074089

Nationality : South Africa

Language : Afrikaans – Home language
English – Fluent speak, read and write
German – Elementary

Marital Status : Single

Health : Excellent

Driver's License : Code 08
Own transport

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EDUCATION

Qualification	: Bachelor of Film Arts
Level	: Degree
Institution	: The Open Window Institute Centurion, Gauteng, South Africa www.openwindow.co.za
Completed	: 2022 - (Graduation July 2023)
1 st Year Majors	: Game Design, Motion Design, 3D Animation
2 nd Year Majors	: Game Design, Game Development, 3D Animation
3 rd Year Majors	: Game Design, Game Development
Other subjects	: C# in Unity, User Interface (UI), Visual Development for CGI, 3D Character Design, 3D Rendering, Digital Environment Rendering, 3D Visualisation, Information Visualisation, Stop Motion, Gameplay Systems, Game Architecture, Game Aesthetics, World Dynamics in Games, Film Theory, Experiential Learning, Game Asset Creation, Game UI, Professional Practice, Research Practice.
Qualification	: National Senior Certificate
Level	: High school matriculation graduation
Institution	: High School Linden Linden, Gauteng, South Africa www.linden.co.za
Completed	: 2019
Subjects	: Afrikaans Home Language, English Home Language, German Second Additional Language, Mathematics, Computer Applications Technology, Visual Arts, Life Orientation
Additional Diplomas	: Maya Fundamentals, Autodesk Maya - 2016 (presented by Learn 3D, an authorised Autodesk Training Centre)

WORK

Visoo : **October 2024 to current**

Role : 3D Modeler, full-time employment.

Nature of Work : Architecture visualisation.

Asyunk Studios : **March 2023 to current**

Role : Owner, part-time.

Nature of Work : Start-up game development studio.

The Boiler Room : **August 2023 to September 2024**

Role : XR Developer, full time employment.

Nature of Work : Development of extended reality training simulations.

Reason for Leaving : Resignation.

XRi Development : **October 2022**

Role : XR Developer, study internship.

Nature of Work : Development of extended reality training simulations.

Reason for Leaving : End of internship.

SKILLS

Digital Illustrations	:	Highly capable and talented at creating art digitally, ranging from photo editing to digital drawing.
Game Design	:	Proven ability to create good game concepts and execute them well in Unity and C# coding language.
C# Coding	:	Highly capable in coding in C#, including troubleshooting coding bugs.
Video Editing	:	Experienced at editing videos, specialising in splicing videos.
Physical Illustration	:	Talented at drawing freehand images from own imagination or reference material.
3D Modelling	:	Ability to model hard surface objects in 3D software such as Blender, Maya or 3ds Max.
3D Animation	:	Ability to create animations from any given rigged model.

COMPETENCIES

Unity	:	Expert
Blender	:	Intermediate
Photoshop	:	Expert
Hitfilm	:	Expert
Maya	:	Beginner
3DS Max	:	Beginner
Unreal Engine	:	Beginner
GitHub	:	Intermediate

ABOUT ME

I'm a 24-year-old university graduate living and working in Johannesburg, South Africa. I graduated from [The Open Window Institute](#) in 2023 with a Bachelor of Film Arts degree, specialising in game design and game development.

I am passionate about game development and animation. I have strong skills-sets and experience in all aspects of game development, virtual and augmented reality, digital modelling and animation, UI, and C# coding in Unity.

I am currently employed as a 3D modeler at [Visoo](#), a leading architectural visualisation studio in Johannesburg, creating hard surface models for mostly international clients.

I'm also an independent game developer trading as [Asyynk Studios](#), which I do in my free time. My first solo-developed game, [BoomGear](#) was released on the Steam gaming platform on 01 July 2025.

Prior to Visoo, I was employed as a Virtual Reality Developer at [Boiler Room Productions](#), developing integrated VR and AR training programs for various industrial blue-chip clients like Anglo America, Rio Tinto, AECI, Sandvik and others, creating extended reality occupation training simulations

I spend most of my free time working on personal game design projects, refining my skills and learning new ones. When I'm not anchored behind my PC, I enjoy spending social time with friends and family. I'm also an avid [Airsoft](#) player.

I'm a hardworking, intensely loyal and diligent individual with a friendly disposition, and I get along well with others. I enjoy working alone, but revel in the energy of being part of a high-performance team toward achieving common goals.

I am confident that I will be a valuable asset to any company in need of a talented and motivated developer. Thank you for considering my application.