

CONTACT INFORMATION

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TITLES CONTRIBUTED TO

Tremulous <http://www.tremulous.net/>
Infinity: The Quest for Earth (unreleased) <http://www.infinity-universe.com/>

PROFICIENCIES

- 3ds Max
- Solidworks
- Photoshop
- GTKRadiant and variants; brush based BSP editors
- Traditional media

EXPERIENCE

Tremulous

- Textures for environment and character models
- Using 3ds Max to create map models to complement normal map geometry
- Creation of high quality first person weapons for graphical update
 - Concept, modeling, texturing, animation and export to engine
- Creation of Sci-Fi environments
- Working with team members to create and test new features
- Learned to balance time working on multiple tasks

Maxscript

- Created maxscript module that created an easily accessible tree structure with relevant information to ease exporting to game engines
 - Material information
 - Face sorting by material and smoothing group
 - Mesh splitting along uv borders
 - Vertex and face data
 - Animation data and skeleton hierarchy
- Created various model exporters and importers
 - Supreme commander
 - Sins of a Solar Empire
 - Half life 2 smd
 - Generic 3ds Max scene ex- and import for forward compatibility
- Tools to ease ex- and import of map models for GTKRadiant for Tremulous

Infinity: The Quest for Earth

- Created various concept pieces to help establish the look and feel of one of the races
- Modeled, textured and optimized several small to large spaceship models

1upToys/Monodomo internship

- Design work on an unannounced toy
 - Look and feel of the toy
 - Production of physical prototype for presentation

Prohibited by non-disclosure agreement to discuss specifics

C++

- Created game prototype in C++ to showcase ship orientation orders, movement orders and waypoint queuing for spaceships in full 3d space

Various game modification work

- Worked with various iDtech3 and 4 engines

SKILLS AND ATTRIBUTES

- Passion for game art & design
- Able to meet deadlines
- Able to work alone or in a team
- Able to quickly learn new tools and become proficient with them
- Familiar with content creation process
 - Initial research and concepting
 - Prototyping and iterating designs
- Familiar with C++ and maxscript

EDUCATION & EMPLOYMENT HISTORY

- Delft University, Computer Science 09/2003 – 06/2004
- Delft University, Industrial Design 09/2004 – 06/2008

- 1upToys/Monodomo 06/2008 – 10/2009
Rotterdam, Netherlands

MISCELLANEOUS

Languages

	writing/reading	speaking/listening
Dutch	fluent	fluent
English	fluent	fluent
German	moderate	moderate
French	basic	poor

Interests

Airsoft, Art, Cooking, Entertainment, Science Fiction, Science & Technology

References available on request