



WWW. **WOLF VAN VEEN** .COM
 • TECHNICAL ARTIST •



I love working together with enthusiastic people to create amazing games, though I am very much capable to work on my own. I am a creative, ambitious, self-motivated and adaptive learner with a broad skill set and a passion for games.

Experience

2016	VISUAL ARTIST, Global Game Jam 2016, The Netherlands - Breda • Shader / Material creation • Particle creation • 3D Modeling & Texturing creation	• Character Rigging & Skinning • Character Animation
2015 - 2016	TECHNICAL ARTIST, XIOMAX, The Netherlands - Breda • Shader / Material creation & implementation • Particle creation & implementation • Post-Processing creation & implementation	• Unreal4 Blueprint creation • 3D Modeling & Texturing creation & implementation
2015 - 2016	TECHNICAL ARTIST, Digital C, The Netherlands - Breda • All Shader / Material creation & implementation • All Particle creation • All Post-Processing creation	• HUD creation • Project Management • Art Team Management
2014	FREELANCE PROGRAMMER, Doubledog, The Netherlands - Breda • HTML Coding • PHP Coding	• SCSS Coding • Database Functionality

Education and Qualifications

2012 - 2016	TECHNICAL ARTIST, NHTV - University of Applied Sciences, The Netherlands - Breda Bachelor of Engineering in Game Architecture and Design
2009 - 2012	NATURE, ENGINEERING & HEALTH, Gerrit van der Veen College, The Netherlands - Amsterdam Higher General Secondary Education
2007 - 2009	PRE-UNIVERSITY, Barlaeus Gymnasium, The Netherlands - Amsterdam Pre-University

Skills and Competences

LANGUAGES	DUTCH: Native Language	ENGLISH: Fluent	
SKILLS	EXTENSIVE KNOWLEDGE • Advanced Material & Shaders • Particle Systems • High & Low Poly Modeling • UV Mapping • Hard & Soft Surface Texturing • Visual FX Design, Implementation & Optimization • Level Design	PROFICIENT KNOWLEDGE • Environment Production • HUD Design • Web Development & Design • Cinematic Production • Procedural Modeling • Team Management • Post Processing	BASIC KNOWLEDGE • Maya Fluid Simulations • General Rigging • Hard Surface Animation • Realtime Performance Optimization • UE4 Blueprints • C#, Python, mel, lua, JS • Scene Lighting
PIPELINE TOOLS	EXTENSIVE KNOWLEDGE • Unreal Engine 4 • Roadkill • Adobe Photoshop • xNormal • Autodesk Maya • UDK • Unity 3D	PROFICIENT KNOWLEDGE • Houdini • Adobe After Effects • Adobe Flash • Sony Vegas Pro • Quixel SUITE • Audacity • Adobe Illustrator	BASIC KNOWLEDGE • PopcornFX • Substance Designer • FumeFX • Playstation Mobile • Realflow • Cortona • ZBrush

Interests and Activities

VIDEO GAMES	FAVOURITE GAMES: Fallout 4, Portal 2, Skyrim	ARTS	I enjoy drawing, painting, photography
COOKING	I enjoy cooking with and for people	SPORTS	I enjoy playing basketball, working out, yoga
MUSIC	I can't go a day without music. Playing Piano for 13 years. Composing on Piano for 1 year	TRAVELING	I want to see the world. Exploring new cultures and countries has fascinated me since I was little

