

Curriculum Vitae

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Personal Summary

Skilled technical director; enjoy rigging and pipeline development as it involves exercising my high degree of problem solving abilities. Excellent eye for detail. Capable of working individually and also within a team environment. Highly motivated and dedicated. Pride is taken in meeting deadlines, time management and working under pressure. Adapt quickly to new environments.

Skills

<i>Programming Languages:</i>	<i>Software APIs:</i>	<i>3D Software:</i>	<i>Compositing:</i>	<i>Realtime:</i>
Python	Maya	Maya	Nuke	Unity
<ul style="list-style-type: none">• PyMel• PyQt/PySide• Django	Nuke	Houdini	Fusion	Unreal
Mel	Fusion	Mudbox	After Effects	
Lua	Mari	Zbrush		
C#	Houdini			
SQL	Shotgun	<i>2D Software:</i>	<i>Rendering:</i>	
	Ftrack	Photoshop	VRay	
		Mari	Mental Ray	

Work Experience

01/2017 – Present Asset Supervisor, Lead Rigging TD at Touch Surgery *London, UK*

In addition to Lead Rigging TD role:

- Manage team of modellers and riggers
- Responsible for final output of the asset team
- Develop new processes that speed up production and improve overall quality of the product

01/2015 – 12/2016 Lead Rigging TD at Touch Surgery *London, UK*

In addition to Rigging TD role:

- Convert/ analyse segmented MRI scans to be used in Maya/ Unity
- Define rigging guidelines and best practices

03/2014 – 12/2014 Rigging TD at Touch Surgery *London, UK*

- Rigging (character, internal anatomy, medical devices)
- Tool/ pipeline development for Maya and standalone applications

- Assist with technical issues across all different departments

09/2012 – 02/2014 Rigging TD, Pipeline TD at Topalsson *Munich, DE*

- Rigging (including universal car rig)
- Pipeline development for Maya, Nuke, Mari, Houdini, Shotgun and standalone applications
- Assist with technical issues across all different departments

10/2012 Rigging TD, 3D Generalist at Superfad

- Modelling and rigging of a jellyfish
- Appeared in the commercial *No Dream Limit for Fiat*

03/2011 – 08/2011 Rigging TD, 3D Generalist Internship at Parasol Island *Dusseldorf, DE*

- Modelling and rigging (realistic and cartoony)
- Tool development for Maya

06/2009 – 07/2009 Language QA at Keywords International *Dublin, IE*

- Verify dutch language on punctuation, grammar, spelling mistakes and terminology errors

02/2009 Modeller at Performance Designed Products

- Retopologizing high resolution characters to be suitable for a Nintendo DS
- Appeared in the Nintendo DS version of *Squeeballs Party*

06/2008 – 08/2008 Modeller at Freelance

- Modelling and texturing of an anatomical human consisting of 252 bones and 400+ muscles.
- 135 renderings appear in the book *Computer Graphics for Artists II: Environments and Characters*

02/2008 Modeller at Freelance

- Modelling, shading and rendering of a motorcycle
- Appeared on backcover of *Computer Graphics for Artists: An Introduction to Characters*

Education

09/2007 – 04/2012 International Game Architecture and Design (BSc) *Breda, NL*

08/2006 – 06/2007 BCS Schondeln: VWO (N&G) *Roermond, NL*

08/2000 – 06/2006 BCS Schondeln: VWO (N&G + N&T) *Roermond, NL*

Hobbies and Interests

Movies, Football, Art, Gaming, Tennis, Hiking, Fitness, Music