

Curriculum Vitae

Name: Robert Joosten
Address: 33A Chapel Market
London N19EN
UK
Phone: +44 7 473 923 874
Email: rwm.joosten@gmail.com

Personal Summary

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

Work Experience

Date: January 2017 to Present
Company: Touch Surgery
Project: Asset Supervisor
Location: London, UK

Date: January 2015 to December 2016
Company: Touch Surgery
Project: Lead Rigging TD
Location: London, UK

Date: March 2014 to December 2014
Company: Touch Surgery
Project: Rigging TD
Location: London, UK
Description: Responsible for the rigging of anatomical models and surgical equipment. Also writing tools that automate repetitive tasks like incisions and suturing.

Date: September 2012 to February 2014
Company: Topalsson
Project: Pipeline / Rigging TD
Location: München, Germany
Description: Responsible for creating tools that increase production and guarantee a smooth transition between the different departments and softwares. In addition the my tasks as a Pipeline TD, I also was in charge of all the rigging within the company.

Date: October 2012
Company: Superfad
Project: Rigging TD/ 3D Generalist
Location: Freelance
Description: Modelled and rigged the jellyfish used in a Fiat 500 commercial.

Date: March 2011 to August 2011
Company: Parasol Island
Project: Rigging TD/ 3D Generalist Internship
Location: Düsseldorf, Germany
Description: TD/3D Generalist for commercials. My tasks mainly consist out of 3D modelling/sculpting and character/creature rigging (cartoony and realistic). I've also been working on tools (scripted in Python), that make the life of the animators a little bit easier and that automate repetitive tasks.

Date: June 2009 to July 2009
Company: Keywords International
Project: Pro Evolution Soccer 2010
Location: Dublin, Ireland
Description: Verify the Dutch language for the Xbox 360, Wii and PS2 version of this game on punctuation, grammar, spelling mistakes, mistranslations and terminology errors. Another part of the job was to (re)translate some parts of the text that were missing or mistranslated.

Date: February 2009
Company: Performance Designed Products
Project: Modeller
Location: Freelance
Description: Created low-res models for the iPhone version of the game based on the high-res models used for the Xbox360 version of the game.

Date: June 2008 to August 2008
Company: Andrew Paquette (Author) / Springer (Publisher)
Project: Computer Graphics for Artists II: Environments and Characters
Location: Freelance
Description: Base model and texturing of the muscle model used for 135 anatomical renderings. The model consists out of 252 bones and 400+ muscles.

Date: February 2008
Company: Andrew Paquette (Author) / Springer (Publisher)
Project: Computer Graphics for Artists: An Introduction to Characters
Location: Freelance
Description: Modelling, shading and rendering of the motorcycle used for the back cover of this book. The motorcycle was build in NURBS and Renderman 2.0 was used to render the final image.

Education

09/2007 - 04/2012 – **International Game Architecture and Design (Bachelor)** – Breda, Netherlands

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

08/2000 - 06/2006 – **BCS Schondeln: HAVO (N&G + N&T)** – Roermond, Netherlands

Programming

Python	Alembic	OpenEXR	Django	Django	PyMel		
Mel							
C#							
Software API	Maya	Nuke	Fusion	Mari	Houdini	Shotgun	fTrack
SQL	SQLite	PostgreSQL					

Software

3D	Maya	3DS	Mudbox	ZBrush	Houdini
2D	Photoshop	Mari			
Compositing	Nuke	Fusion	After Effects		
Rendering	Mental Ray	VRay	Renderman	Fryrender	
Real-time	Unity	Unreal			

Hobbies and Interests

Football, Art, Movies, Comedy Sketches, Gaming, Tennis, Hiking, Working-out, Music