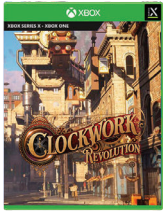


## Productions

Clockwork Revolution



Principal VFX  
Tech Artist

Mortal Kombat 1 MultiVersus



Senior VFX  
Tech Artist,  
Niagara Tutor



Outsource VFX  
Supervisor,  
Senior VFX Tech  
Artist

F1 2021



Senior VFX  
Tech Artist

Destruction Allstars



Senior VFX  
Tech Artist

Outriders



VFX Tech Artist

Guildford Castle VR



Senior VFX Tech  
Artist, Niagara  
Tutor

## Experience

**PRINCIPAL TECHNICAL VFX ARTIST, Realtime**

**SENIOR TECHNICAL VFX ARTIST, Realtime**

**TECHNICAL VFX ARTIST, Realtime**

Providing technical support and visual guidance to other VFX Artists on advanced VFX requirements.

VFX team management, Shaders, Post-processing, Advanced particle systems, Cinematic production, Realtime performance optimization, Custom Niagara modules & Blueprints

2024 - PRESENT

2020 - 2024

2019

Amsterdam, The Netherlands

Manchester, United Kingdom

**ART LEAD, Cyber-bit Studios**

Project management, Art team management, Shaders, Post-processing, Particle systems, HUD design

2015 - 2016

Breda, The Netherlands

**TECHNICAL VFX ARTIST, XIOMAX**

Shaders, Post-processing, Particle systems, Blueprints, Modeling, Texturing

2015 - 2016

Breda, The Netherlands

**FREELANCE DEVELOPER, Wolf van Veen**

Shaders, Post-Processing, Advanced particle systems, Modeling, Mesh optimization, Cinematic production, Realtime performance optimization, Photo & Video editing, Web-application development

2014 - PRESENT

Amsterdam, The Netherlands

Manchester, United Kingdom

Breda, The Netherlands

**VISUAL ARTIST, COOKIE 4**

Fog shader, 3D modeling & UVing, Texturing

2014

Breda, The Netherlands

**FREELANCE PROGRAMMER, Doubledog**

Coding in JS, HTML5, PHP, CSS3. Database functionality

2014

Breda, The Netherlands

## Skills

- Materials, Shaders
- Niagara Particles
- Post-processing
- VFX optimization
- Team management
- Performance optimization
- Niagara Custom Modules
- Unreal Engine Blueprints
- Cinematic production
- Procedural modeling
- Procedural texturing
- 3D modeling
- Texturing
- UV-mapping
- Fluid simulations
- Scene lighting
- Level design
- Animation
- HUD design
- Environment production
- General rigging
- Version control
- JavaScript, jQuery, C#
- HTML5, CSS3
- HLSL, Python, mel, lua

### Preferred Software

- Unreal Engine 5
- Adobe Photoshop
- Autodesk Maya
- Adobe Substance 3D
- SideFX Houdini

Open to Proprietary engines like RAGE, REDengine, CryEngine, Frostbite

## Education

**TECHNICAL ART, Breda University of Applied Sciences**

Bachelor of Science in Game Architecture and Design

Courses include: 3D Modeling, Advanced Game Technology, Art Theory, Computer Graphics, Game Engines, Game Production, Level Design, Maths Fundamentals, Textures, World Building