

WOLF VAN VEEN

SHADER & VFX
TECHNICAL ARTIST

WOLFVANVEEN.ART

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CONTACT@WOLFVANVEEN.ART



Experience

SENIOR TECHNICAL & VFX ARTIST, Realtime - AAA Title under NDA
TECHNICAL & VFX ARTIST, Realtime - AAA Title under NDA

- VFX Team management
- Shader & Material development & implementation
- VFX & Post-Processing development & implementation
- Cinematic production
- Realtime performance optimization
- UE4 Custom Niagara modules & Blueprints

2020 - PRESENT

2019

Manchester, United Kingdom
Amsterdam, The Netherlands

FREELANCE DEVELOPER, Wolf van Veen - Various

(Clients include Realtime, The Vain Company, Studioworks, RAI Amsterdam)

- Shader & Material development & implementation
- VFX & Post-Processing development & implementation
- 3D modeling and clean-up
- Cinematic production
- Realtime performance optimization
- Photo & Video editing
- Web-application development

2014 - PRESENT

Amsterdam, The Netherlands
Manchester, United Kingdom
Breda, The Netherlands

ART LEAD, Cyber-bit Studios - Indie Title

- Shader & Material creation & implementation
- Particle creation
- Post-Processing creation
- Project management
- Art Team management
- HUD creation

2015 - 2016

Breda, The Netherlands

TECHNICAL & VFX ARTIST, XIOMAX - Partnered Indie Title

- Shader & Material creation & implementation
- Particle creation & implementation
- Post-Processing creation & implementation
- Unreal4 Blueprint creation
- 3D Modeling & Texturing creation & implementation

2015 - 2016

Breda, The Netherlands

VISUAL ARTIST, COOKIE 4 - Indie Title

- 3D modeling & UV'ing
- Hard surface texturing
- Fog shader creation

2014

Breda, The Netherlands

FREELANCE PROGRAMMER, Doubledog

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

2014

Breda, The Netherlands

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

2012 - 2018

Breda, The Netherlands

Skills

- Material & Shaders
- Particle Systems
- Post Processing
- VFX: Design, Implementation & Optimization
- UE4 Blueprints
- Procedural texturing
- Realtime Performance Optimization
- Cinematic Production
- Team Management
- Environment Production
- JavaScript, jQuery, HTML5, CSS3
- Scene Lighting
- Procedural Modeling
- Level Design
- High & Low Poly Modeling
- UV Mapping
- Fluid Simulations
- C#, Python, mel, lua
- Hard & Soft Surface Animation
- Hard & Soft Surface Texturing
- General Rigging
- HUD Design
- Version Control
- Web Development & Design

PREFERRED SOFTWARE

• Unreal Engine 4, Adobe Photoshop, Autodesk Maya, Substance Designer, Perforce, UnrealGameSync, Jira

LANGUAGES: Dutch (Native), English (Fluent)