

DAAN KEMPS



ABOUT

Initially started as an artist and designer, however over the course of my study and free time I discovered that programming could add way more to that mixture. Nowadays I see myself as a creative developer or a technical artist. I like to be busy with creating games and prototypes, game design, procedural generation, networking and more cool stuff!

PROFILE

- Date of birth: 19-03-1996
- Place of residence: Enschede
- Nationality: Dutch

LANGUAGES

- Dutch (first language)
- English (fluent)
- German (basic)

CONTACT

- www.daankemps.com
- contact@daankemps.com

EXPERIENCE

GRADUATION | WIRELAB, ENSCHEDE | 2020

VR PROTOTYPE FOR KPN

- PROCEDURAL GENERATION
- GAME DESIGN

STUDENT ASSISTANT | SAXION, ENSCHEDE | 2019

HELPING STUDENTS DURING LABS

- 3D MODELLING & TEXTURING
- MAYA

INTERNSHIP | VIRTUALPLAY, UTRECHT | 2019

GENERALIST

- PROGRAMMING
- 3D MODELLING & TEXTURING
- NETWORKING

SNAIL TRAILS | CUSTOM C++ ENGINE | 2018

GAME DESIGNER

- CREATED EARLY GAME (UNITY) PROTOTYPE
- LUA SCRIPTING
- UI/UX DESIGN
- GAME DESIGN

TURBINE TERROR | VR | UNITY | 2017

TECHNICAL ARTIST

- SHADERS
- MODELLING & TEXTURING
- PROGRAMMING

SKILLS & SOFTWARE

PROGRAMMING

C#, GLSL, JAVASCRIPT, DART,
PHP, HTML, CSS

3D

MAYA, ZBRUSH, WORLD MACHINE

2D

SUBSTANCE PAINTER &
DESIGNER, FIGMA, PHOTOSHOP

PROJECT MANAGMENT

SCRUM, GIT, HACKNPLAN, JIRA

LIBRARIES/SDKS

STEAM SDK, DOTWEEN, OCULUS
SDK, FMOD

EDUCATION

CREATIVE MEDIA AND GAME TECHNOLOGIES

SAXION UNIVERSITY OF APPLIED SCIENCES

- OBTAINED PROPEDEUSE | 2017
- GRADUATED | 2020