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curriculum vitae

# Maurits Laanbroek

## Procedural technical artist

A technical artist specialized in procedural tools creation with 8+ years' experience working on multiple big triple A games from Assassin greed to Farcry and assisting with development of procedural USD based pipelines from the Houdini's side. Practical problem solver and taking pride in making fast, stable and user-friendly tools.



## Work experience:



**Lightspeed studios**  
London 01/2024 – present  
Principle technical artist

- Using previous gained experience to advise on the development of a new in-house pipeline. Providing feedback on tools, interface, and general flow.
- Creating demo scenes for presentations
- River generator using the new USD based pipeline.



**Ubisoft**  
Montreal, 09/2016 – 12/2023  
Technical artist

- Work on different tools for these projects, ranging from simple to complex tools like:
  - Fence placement tools.
  - Railroad intersections combining custom meshes with premade models.
  - Cliff scattering
  - Rock collision and model generation.
- Creating the Import and Export nodes for the Houdini <-> Anvil pipeline.
- Improve performance on existing tools like Flow map generation making it 10x faster.
- Multiple prototypes and proofs of concepts.



**Buas**  
Breda, 12/2015 - 06/2016 & 10/2014 - 12/2014  
Teaching assistant

- Assisting student's with Houdini.
- Project related feedback to 3th year Art student's

## Education:

### Master of game technology

**Buas** (NHTV University of Applied Science)  
Breda, Netherlands 2014 – 2015

### Bachelor in international game architecture & design

**Buas** (NHTV University of Applied Science)  
Breda, Netherlands 2010 – 2014

## Activities and interests:

Sports: Gym, Martial arts, Bouldering, Others  
Hobbies: Games, Reading, Sports, Movies, Learning

## Contact:

**Email:**

[m.laanbroek@gmail.com](mailto:m.laanbroek@gmail.com)

**Portfolio:**

Please message me

**LinkedIn:**

[linkedin.com/in/mauritslaanbroek](https://www.linkedin.com/in/mauritslaanbroek)

## Games / Projects

- LightCraft pipeline
- Anvil Engine team
- AC Valhalla
- Far cry 5
- AC Odessey
- AC Origin

## Skill:

| Procedural tool dev

| Houdini

| Python

| USD

| UE Blueprints

| UE PCG

| UE Scriptable tools

| PyQt, PySide

| C#

| UE Shaders

| Performance optimization

## Languages

**Native**

Netherlands  
English

**Basic**

French  
German