



Null  
curriculum\_vitae

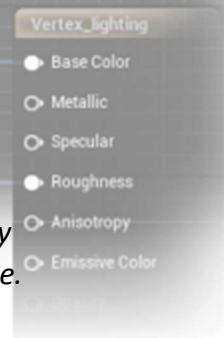
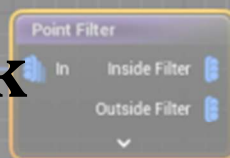
# Maurits Laanbroek

## 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:

<https://mlaanbroekta.github.io/Portfolio/>

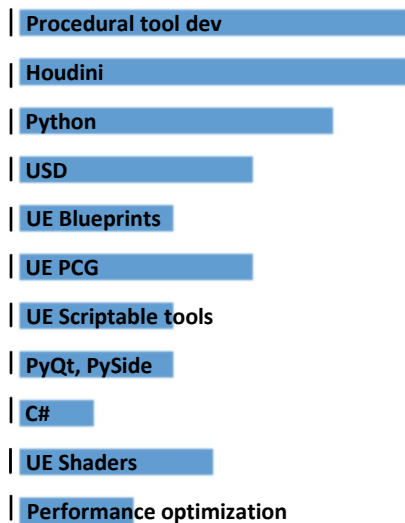
LinkedIn:

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

## Games / Projects

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

## Skill:



## Languages

**Native**

Netherlands

English

**Basic**

French

German