

Jasper Bekkers

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About

Currently I'm at OTOY as a Rrendering engineer.

Previously I'm worked at EA/DICE in Stockholm as part of the Frostbite Rendering team.

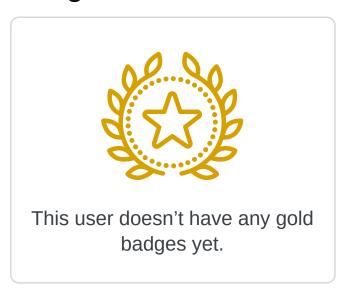
Previously I was enrolled in the International Game Architecture and Design (IGAD) program at NHTV university in the Netherlands.

I've done an internship at Nixxes software,
http://www.nixxes.com where I've worked on the video game

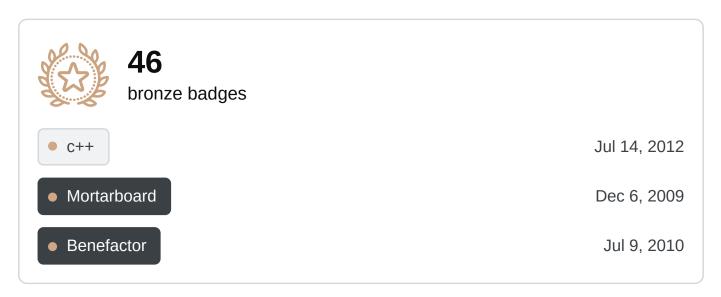
Deus Ex: Human Revolution where I mainly did work on the Xbox 360, PS3 and PC.

I've done an internship at DICE, http://www.dice.se where my

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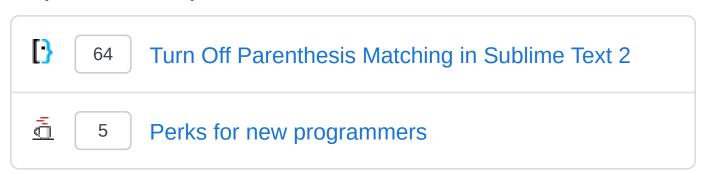
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