TRISTAN REIMUS
VFX AND TECHNICAL ARTIST

Contact
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PROFILE

- 2 months' experience making AAA-level VFX for the third-person action game "Einar".
- 2 years' experience game editors (UE4, Unity, Haxeflixel).
- Started out as indie dev with wide-range of skills in programming, design and art. Specialized in technical art and VFX over time.
- Poised to Graduate at the university in Breda in 2018, with two released games on Steam "The Automatician" and "Einar".
- Fluent in Dutch and English, with a Cambridge certificate for English

EDUCATION

NHTV Breda University of Applied Sciences International Game Architecture and Design
Bachelor of Science, 2013 – Current
Began in Indie Game Development(IGD) and moved to Visual Arts(VA)

Modules

- Vector Math
- Paper Prototyping / Concept Design
- Maya Modelling / Texturing
- Color Theory / 2D Animation
- Level Design (Single- and Multiplayer)
- UI interface & Menu Design
- Playstation Mobile C#
- QA Bugtesting / Tuning
- Game Business & Marketing
- Game production
- Proof of Concepts (Unity / UE4)
- Team Communication & Leadership

Game Development Process (2015 - 2017)
Developed "The Automatician" with a team varying in size (10-25 students) as a Technical artist for 17 months, then worked for 4 months as Project Lead and pushed the game to a state suitable for release on Steam. Afterwards I worked for 2 months on the AAA-level of quality game "Einar" as a VFX artist, which will be released on Steam for free. For more information on various tasks I performed, check my portfolio or send me an e-mail!

PROFESSIONAL EXPERIENCE

The Automatician – VFX & Technical Art
Dreampunks, Breda, NB   September 2015 – February 2017
- Got very familiar with most features in Unreal Engine 4 due to my varying tasks.
- Gained extensive knowledge about shaders, particles and technical art.
- Learned workflow from simulation in Houdini to real-time particle FX

The Automatician – Project Lead
Dreampunks, Breda, NB   February 2017 – June 2017
- Made major design changes to get the game to a state suitable for release.
- Experienced full development cycle from start to end.
- Managed team by making and assigning tasks.

Einar – VFX
Dreampunks, Breda, NB   May 2017 – July 2017
- Made many types of VFX suitable for AAA-level of quality games

17/07/2017

Applications
Skill: Advanced/Intermediate/Basic

Tools:
Maya, Houdini, Photoshop, Illustrator, Substance Painter, Zbrush, Perforce, TortoiseSVN, Github, Office

Engines:
Unreal 4, Unity, UDK, HaxeFlixel

Game Development skills
- Real-time particle effects
- Houdini simulations
- 3D modeling
- Texturing
- Shaders (UE4, Designer)
- Lighting
- Visual Scripting (UE4, UDK)
- Level Design
- UI Interface & Menu Design
- Quality Assurance
- Project Management

Career objective
I strife to help with developing the gaming industry further, by making VFX that blow players away with the newest methods and improving on visuals, performance and readability. I want to keep growing and learning indefinitely, be a part of creating experiences for players that will be remembered forever.

Portfolio
www.tristanreimus.com