# TRISTAN REIMUS
## VFX AND TECHNICAL ARTIST

# 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)

**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 are both released on Steam. Currently I'm doing an internship at CodeGlue as a FX Artist for their upcoming game 'Antegods'.

# 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

**Antegods – Intership FX artist**
*CodeGlue*, Rotterdam, NH                    September 2017 – Januari 2018
- Focussed on making real-time FX for Unity
- Worked with an experienced team
- Made effects for a high-paced multiplayer game with regards to visual clarity and conveying gameplay

## Applications

Skill: Advanced/Intermediate/Basic

<u>Tools</u>:
Maya, Houdini, Photoshop, Illustrator, Substance Painter, Zbrush, Perforce, TortoiseSVN, Github, Office

<u>Engines</u>:
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

## Contact

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