

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".

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

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 strive 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

pumpkinking4.github.io

Contact

tristanreimus@gmail.com
+31647327116
Breda, Netherlands