

Curriculum Vitae

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Personal Summary

Skilled technical director; enjoy rigging and pipeline development as it involves exercising my high degree of problem solving abilities. Excellent eye for detail. Capable of working individually and also within a team environment. Highly motivated and dedicated. Pride is taken in meeting deadlines, time management and working under pressure. Adapt quickly to new environments.

Skills

<i>Programming Languages:</i>	<i>Software APIs:</i>	<i>3D Software:</i>	<i>Compositing:</i>	<i>Realtime:</i>
Python <ul style="list-style-type: none">• PyMel• PyQt/PySide• Django	Maya Nuke Fusion Mari	Maya Houdini Mudbox Zbrush	Nuke Fusion After Effects	Unity Unreal
Mel	Houdini			
Lua	Shotgun	<i>2D Software:</i>	<i>Rendering:</i>	
C#	Ftrack	Photoshop	VRay	
SQL		Mari	Mental Ray	

Work Experience

07/2017 – Present	Senior Rigging TD at Framestore	London, UK
01/2017 – 06/2017	Asset Supervisor, Lead Rigging TD at Touch Surgery <i>In addition to Lead Rigging TD role:</i> <ul style="list-style-type: none">• Manage team of modellers and riggers• Responsible for final output of the asset team• Develop new processes that speed up production and improve overall quality of the product	London, UK
01/2015 – 12/2016	Lead Rigging TD at Touch Surgery <i>In addition to Rigging TD role:</i> <ul style="list-style-type: none">• Convert/ analyse segmented MRI scans to be used in Maya/ Unity• Define rigging guidelines and best practices	London, UK
03/2014 – 12/2014	Rigging TD at Touch Surgery	London, UK

- Rigging (character, internal anatomy, medical devices)
- Tool/ pipeline development for Maya and standalone applications
- Assist with technical issues across all different departments

09/2012 – 02/2014 Rigging TD, Pipeline TD at Topalsson *Munich, DE*

- Rigging (including universal car rig)
- Pipeline development for Maya, Nuke, Mari, Houdini, Shotgun and standalone applications
- Assist with technical issues across all different departments

10/2012 Rigging TD, 3D Generalist at Superfad

- Modelling and rigging of a jellyfish
- Appeared in the commercial *No Dream Limit* for Fiat

03/2011 – 08/2011 Rigging TD, 3D Generalist Internship at Parasol Island *Dusseldorf, DE*

- Modelling and rigging (realistic and cartoony)
- Tool development for Maya

06/2009 – 07/2009 Language QA at Keywords International *Dublin, IE*

- Verify dutch language on punctuation, grammar, spelling mistakes and terminology errors

02/2009 Modeller at Performance Designed Products

- Retopologizing high resolution characters to be suitable for a Nintendo DS
- Appeared in the Nintendo DS version of *Squeeballs Party*

06/2008 – 08/2008 Modeller at Freelance

- Modelling and texturing of an anatomical human consisting of 252 bones and 400+ muscles.
- 135 renderings appear in the book *Computer Graphics for Artists II: Environments and Characters*

02/2008 Modeller at Freelance

- Modelling, shading and rendering of a motorcycle
- Appeared on backcover of *Computer Graphics for Artists: An Introduction to Characters*

Education

09/2007 – 04/2012	International Game Architecture and Design (BSc)	<i>Breda, NL</i>
08/2006 – 06/2007	BCS Schondeln: VWO (N&G)	<i>Roermond, NL</i>
08/2000 – 06/2006	BCS Schondeln: VWO (N&G + N&T)	<i>Roermond, NL</i>

Hobbies and Interests

Movies, Football, Art, Gaming, Tennis, Hiking, Fitness, Music