

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

## Work Experience

02/2021 – Present	Senior Character TD at Realtime	Manchester, UK
07/2019 – 01/2021	Senior Rigging TD at Framestore	London, UK
01/2017 – 06/2019	Asset Supervisor, Lead Rigging TD at Touch Surgery	London, UK
<i>In addition to Lead Rigging TD role:</i>		
<ul style="list-style-type: none"><li>• Manage team of modellers and riggers</li><li>• Responsible for final output of the asset team</li><li>• Develop new processes that speed up production and improve overall quality of the product</li></ul>		
01/2015 – 12/2016	Lead Rigging TD at Touch Surgery	London, UK
<i>In addition to Rigging TD role:</i>		
<ul style="list-style-type: none"><li>• Convert/ analyse segmented MRI scans to be used in Maya/ Unity</li><li>• Define rigging guidelines and best practices</li></ul>		

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|-------------------|---|----------------|
| 03/2014 – 12/2014 | Rigging TD at Touch Surgery   | London, UK     |
|                   | <ul style="list-style-type: none"> <li>• Rigging (character, internal anatomy, medical devices)</li> <li>• Tool/ pipeline development for Maya and standalone applications</li> <li>• Assist with technical issues across all different departments</li> </ul>        |                |
| 09/2012 – 02/2014 | Rigging TD, Pipeline TD at Topalsson  | Munich, DE     |
|                   | <ul style="list-style-type: none"> <li>• Rigging (including universal car rig)</li> <li>• Pipeline development for Maya, Nuke, Mari, Houdini, Shotgun and standalone applications</li> <li>• Assist with technical issues across all different departments</li> </ul> |                |
| 10/2012           | Rigging TD, 3D Generalist at Superfad   |                |
|                   | <ul style="list-style-type: none"> <li>• Modelling and rigging of a jellyfish</li> <li>• Appeared in the commercial <i>No Dream Limit</i> for Fiat</li> </ul>   |                |
| 03/2011 – 08/2011 | Rigging TD, 3D Generalist Internship at Parasol Island  | Dusseldorf, DE |
|                   | <ul style="list-style-type: none"> <li>• Modelling and rigging (realistic and cartoony)</li> <li>• Tool development for Maya</li> </ul>   |                |
| 06/2009 – 07/2009 | Language QA at Keywords International   | Dublin, IE     |
|                   | <ul style="list-style-type: none"> <li>• Verify dutch language on punctuation, grammar, spelling mistakes and terminology errors</li> </ul>   |                |
| 02/2009           | Modeller at Performance Designed Products   |                |
|                   | <ul style="list-style-type: none"> <li>• Retopologizing high resolution characters to be suitable for a Nintendo DS</li> <li>• Appeared in the Nintendo DS version of <i>Squeeballs Party</i></li> </ul>  |                |
| 06/2008 – 08/2008 | Modeller at Freelance   |                |
|                   | <ul style="list-style-type: none"> <li>• Modelling and texturing of an anatomical human consisting of 252 bones and 400+ muscles.</li> <li>• 135 renderings appear in the book <i>Computer Graphics for Artists II: Environments and Characters</i></li> </ul>        |                |
| 02/2008           | Modeller at Freelance   |                |
|                   | <ul style="list-style-type: none"> <li>• Modelling, shading and rendering of a motorcycle</li> <li>• Appeared on backcover of <i>Computer Graphics for Artists: An Introduction to Characters</i></li> </ul>  |                |

## Education

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

## Hobbies and Interests

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