

# 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"><li>PyMel</li><li>PyQT/PySide</li><li>Django</li></ul> | Maya<br>Nuke<br>Fusion<br>Mari | Maya<br>Houdini<br>Mudbox<br>Zbrush | Nuke<br>Fusion<br>After Effects | Unity<br>Unreal  |
| Mel   | Houdini                        |                                     |                                 |                  |
| Lua   | Shotgun                        | <i>2D Software:</i>                 | <i>Rendering:</i>               |                  |
| C#  | Ftrack                         | Photoshop                           | VRay                            |                  |
| SQL   |                                | Mari                                | Mental Ray                      |                  |

## Work Experience

- 01/2017 – Present      Asset Supervisor, Lead Rigging TD at Touch Surgery      *London, UK*  
*In addition to Lead Rigging TD role:*
- 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
- 01/2015 – 12/2016      Lead Rigging TD at Touch Surgery      *London, UK*  
*In addition to Rigging TD role:*
- Convert/ analyse segmented MRI scans to be used in Maya/ Unity
  - Define rigging guidelines and best practices
- 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)                      *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