Curriculum Vitae

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Portfolio: http://technicaldirector.nl
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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

Programming Languages:	Software APIs:	3D Software:	Compositing:	Realtime:
Python	Maya	Maya	Nuke	Unity
• PyMel	Nuke	Houdini	Fusion	Unreal
• PyQT/PySide	Fusion	Mudbox	After Effects	
• Django	Mari	Zbrush		
Mel	Houdini			
Lua	Shotgun	2D Software:	Rendering:	
C#	Ftrack	Photoshop	VRay	
SQL		Mari	Mental Ray	

Work Experience

07/2019 – Present	Senior Rigging TD at Framestore	*London, UK*

01/2017 – 06/2019	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