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. Highly motivated and dedicated. Enjoy mentoring junior members of the team. Pride is taken in meeting deadlines, time management and working under pressure. Adapt quickly to new environments.

Skills

Programming Languages:	*Software APIs:*	*3D Software:*	*Engine:*
Python	Maya	Maya	Unity
• PyMel	Nuke	Houdini	Unreal
• PyQT/PySide	Fusion	Mudbox	
• Django	Mari	Zbrush	
Mel	Houdini		
Lua	Shotgun	*2D Software:*	
C#	Ftrack	Photoshop	
C++		Mari	

Work Experience

03/2022 – Present   Lead Character TD at Realtime   Manchester, *UK*
        In addition to Senior Rigging TD role:
- Manage and mentor a team of riggers

02/2021 – 02/2022   Senior Character TD at Realtime   Manchester, *UK*
- Rigging (biped, quadruped, props for TV and Games)
- Define rigging guidelines and best practices
- Define technical approach to projects
- Tool development for Maya
  ◦ Development and design of Rig build system
  ◦ Facial blend shape tools which includes skinning decomposition
  ◦ Motion capture tools extending HIK to allow re-targeting to control rig.

07/2019 – 01/2021   Senior Rigging TD at Framestore   *London, UK*
- Rigging (biped, quadruped, props for Film/TV and Games)
- Assist with technical issues across the rigging department

- Tool development for Maya
  - Development of Rig build system
  - Automated pre-roll generation for the animation department

01/2017 – 06/2019   Asset Supervisor, Lead Rigging TD at Touch Surgery   *London, UK*
In addition to Lead Rigging TD role:
- Manage and mentor a team of modellers and riggers
- Responsible for final output of the asset team
- Develop new processes that speed up production and improve overall quality

01/2015 – 12/2016   Lead Rigging TD at Touch Surgery   *London, UK*
In addition to Rigging TD role:
- Convert/ analyze 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*

Languages

Dutch:	Native
English:	Fluent
German:	Proficient