

# Niek van Gorp

Technical Artist

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## Work Experience

2015 – Current	GRID VFX BVBA Gent Marnie's World - Unreleased Tasks included but were not limited to: <b>Character Rigging, Mechanical Rigging, Prop Rigging, Rigging Tool Development, Creating PSD's/Corrective Blendshapes</b>
2014 – 2014	GRID VFX BVBA Gent Astérix – Le Domaine des Dieux <b>Intern in Cloth-simulation</b> Michiel de Ruyter <b>Rigging, Lay-out</b>
2008 – 2014	NG-gamer.nl (Dutch Game news site) <b>Columnist/(p)Reviewer/Video specials</b>

## Education

2011 – 2015	<b>International Game Architecture and Design – Visual Arts</b> NHTV Breda University of Applied Science. Bachelor Program Drawing Skills, Modeling, Texturing, Rigging, World Building, Rendering, Scripting, Procedural Modeling.
2006 – 2011	<b>Communication and Multimedia Design – Creative Technologies</b> Avans University of Applied Science. Bachelor of the Arts Program Image editing, Webdevelopment, Interactive installations, Video editing, Webgames.

## Voluntary Work

2006-2007	Taxandria Pilots Oisterwijk <b>Youth Basketball Trainer/Coach</b>
2008-2009	Youth Centre <b>Bartending/Socialising with local youth</b>

## Relevant Experience

2014	Balance, Team Ducktrain Project which started during a simulated work environment, of which development was continued in our spare time. Responsible for the rigging and FX.
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## Computing Skills

Autodesk Maya	High	Adobe Photoshop	Good
Maya Python API	High	Adobe Flash	Good
Adobe Illustrator	Good	xNormal	Good
Microsoft Word	Good	SideFX Houdini	Apprentice
Adobe Premiere	Basic	Adobe After Effects	Basic
UDK	Good	Unity	Basic
C for Arduino	Apprentice		

## Languages

Dutch	Fluent
English	Fluent