

**Mattias Van Camp**  
**Technical Artist**

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**Languages**

Dutch (native language)	English (fluent)
French (intermediate to advanced)	German (intermediate)

**Software**

- Autodesk 3D studio Max (expert)
- Autodesk Maya (advanced)
- Adobe Photoshop (advanced)
- Perforce (advanced)
- Blender (advanced)
- Pixologic Zbrush (intermediate)
- Side Effects Houdini (beginner)

**Programming Languages**

- Python (expert)
- MaxScript (expert)
- Powershell (intermediate)
- QML (intermediate)
- Houdini VEX (beginner)

**Experience**

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|-----------------------|---|
| February – July 2012  | 4 month internship at Larian Studios, Ghent, as 3D/technical artist (mostly jumping in where needed, focusing more on technical art than on general 3D art)   |
| July – September 2012 | 4 month employment at Larian Studios, Ghent, as 3D/technical artist, following my internship (responsibilities remained the same)   |
| Feb. 2013 – Feb. 2015 | Employment at Die Keure in Bruges, Belgium as a full-pipeline 3D artist, taking the 2D drawings and concepts to 3D, and into the Unity 4 Engine, while writing several scripts both in C# and MaxScript to ease along the workflow.   |
| Feb 2015 – Dec. 2015  | Employment at Giants Software in Zürich, Switzerland, working on the Farming Simulator franchise. My work at Giants includes creating start-to-finish assets for Farming Simulator 2016 ( mobile ), preparing various assets for outsourcers to finish, and integrating outsourced assets into the game engine ( Giants Engine ). |
| Jan. 2016 – Nov. 2018 | Technical Artist Position at Creative Assembly in Horsham, United Kingdom. Most of my tasks during this time involved supporting the Total War franchise, mainly focusing on Total War: Arena.  |

Nov. 2018 – Present      Senior Technical Artist Position at Creative Assembly in Horsham, United Kingdom. My tasks include examining pipeline and production inefficiencies, and to help bring our games' production in line with modern production practices and technology.

### **Games I've worked on**

#### ***Total War: Arena***

My work on Total War: Arena, as the dedicated TA to the project, largely involved guiding and working with the various art teams, to help optimize and shape our production pipeline. This included establishing strong asset management guidelines (naming conventions), ways to enforce them, and building tools that rely on them. I covered my work on Arena quite extensively in both my Industry Workshops and GDC talks, the latter of which you can find on my website.

#### ***Total War: Warhammer 1 and 2 (including DLC)***

My work on Total War: Warhammer included, for the most part, performance optimization of in-game assets and the development of our in-house LOD generation pipeline toolkit. I also created various tools to allow for more efficient analysis of performance-related data, using both MaxScript and Python as my languages of choice. For Warhammer 2, my role was more general - I helped support the Technical Art team in tool development tasks for art tools, mainly focusing on MaxScript and Python tools.

#### ***Farming Simulator 2016***

My work on Farming Simulator 2016 included optimizing various previously created assets for mobile use and creating entirely new assets from start to finish.

#### ***Divinity: Original Sin and Divinity: Dragon Commander***

I worked on both Original Sin and Dragon Commander during my time at Larian Studios in Ghent, Belgium, ranging from February of 2012 to the end of September of 2012. My assignments included creating art assets for Original Sin (OS), taking different objects to decorate the environment with from concept to finish, in many cases also creating my own designs.

#### ***Kweetet.be***

My work on Kweetet, an online educational platform for kids ages 7 – 13, includes the entire art pipeline. I was responsible for taking assets from concept to finish, implementing basic interactivity, creating animations and rigs for characters, and modeling and texturing environments.

### **Education**

2009 – 2012      Bachelor in Digital Arts and Entertainment at Howest University in Kortrijk, Belgium

2003 – 2009      6 years of secondary education at Heilig Hart Instituut Heverlee in Leuven, Belgium, graduated in modern languages and sciences.