



General Information

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Date of Birth: April 13th 1991

Languages

Dutch (native language)

French (intermediate to advanced)

English (fluent)

German (intermediate)

Software

- Autodesk 3D studio Max
- Autodesk Maya
- Pixologic Zbrush
- Perforce Server Management Software
- Blender
- Adobe Photoshop, After Effects, Premiere, Illustrator, Media Encoder
- Unreal 3 Development kit
- Unreal 4 Development Kit
- Cryengine 3 SDK and Sandbox
- Unity Engine & MonoDevelop
- Giants Engine

Skills

- Ability to take a concept to its finished state in the game with regard to graphics performance
- Ability to seek out and use new technologies and incorporate them into the pipeline to optimize workflow efficiency
- High motivation to optimize workflow and pipeline by constantly looking for new ways to achieve better results through communication with other artists and individual research.
- Thorough understanding of the Maxscript Scripting language, and ability to use it to optimize asset workflows to the best of my abilities, along with using it to work on discovering new workflows, combining both maxscript and the 3D Studio Max SDK (C++)
- Basic understanding of C++, C#, Python, HLSL, PHP, JavaScript, SQL (coding standards, library structures)

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.

Experience

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 – present 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).

Games I've worked on

Farming Simulator 2016

My work on Farming Simulator 2016 included optimising various previously created assets for mobile use and creating entirely new assets from start to finish. I also developed various scripts to more easily meet the technical requirements of the game; with it being a mobile game, various technical tricks were used to maintain performance while still delivering impressive graphics on the target platform.

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. I also spent the better part of three months working on gameplay and environment effects, in many cases creating custom materials to achieve particularly challenging effects.

Kweetet.be

My work on Kweetet, an online educational platform for kids ages 7 – 13, includes the entire art pipeline. I am responsible for taking assets from concept to finish, implementing basic interactivity, creating animations and rigs for characters, and modeling and texturing environments. My responsibilities also include creating full custom rigs for our numerous amount of characters, most of which are quadrupedal. Occasionally I also write tools to help streamline the pipeline, using the most appropriate language I can find. This usually comes down to either C# or MaxScript.

Motivation

My artistic education and my technical mind enable and motivate me to find innovative solutions to artistic challenges. I always try to find the most optimal solution to a problem, and insist on learning from whatever mistakes I do make. I'm always interested in receiving feedback, and improving myself as an artist is the number one priority on my list. To that end I also actively engage other artists through communities such as polycount, and through my own game development-themed podcast. (The Gamedev Cast)