

WANNES VANDERSTAPPEN

ENVIRONMENT/TECHNICAL ARTIST



About me:

Name:	Wannes Vanderstappen
Date of Birth:	16/11/1990
Residence:	Opwijk, Belgium
Contact address:	info@wannesvanderstappen.com
Secondary contact address:	v.wannes@gmail.com
Nationality:	Belgian
Languages:	Dutch, English, basic French

Future plans:

Gain more experience and knowledge of everything I do, being both 3D arts and programming.

Studies:

2008 - 2011: Digital Arts & Entertainment @ Howest PIH in Kortrijk, Belgium

2002 - 2008: Math-Latin @ VKO secondary school in Opwijk, Belgium

Experience:

August 2011 - Current: Larian Studios, Ghent, Belgium:

- Technical Artist
- Environment Art
- Graphics Programming (C++, DirectX9, HLSL)
- Tool Programming (C++/CLI, C#)

February 2011 - June 2011: Larian Studios, Ghent, Belgium (Internship):

- 3D Artist
- Graphics Programming (C++, DirectX9, HLSL)
- Tool Programming (C++/CLI, C#)

Skills:

3D/Technical Art:

- Modeling low-poly assets for realtime use.
- Baking of texture maps from high-poly objects to low-poly.
- Unwrapping and texturing
- High poly modeling and creating realistic materials for product visualization.
- Working with game-engines such as Unreal, CryEngine to create levels with custom assets, shaders, gameplay, ...
- Create particle effects with Unreal Cascade, FX Studio.
- Create interesting materials using Unreal Material Editor, in-house material editor from Larian Studios
- Mechanical rigging/skinning

Programming:

- Writing readable Object Oriented C++ code with correct use of coding standards.
- Other languages: C#, C++/CLI
- Good knowledge of the Standard Template Library.
- Graphics programming using DirectX9, DirectX10, OpenGL
- Understanding and writing HLSL/GLSL shaders.

2D:

- Basic drawing skills (1, 2 and 3 point perspective, basic anatomy, painting, shadows) to visualize ideas.

Software:

Autodesk 3DStudio Max and Mudbox

Pixologic ZBrush

Adobe Photoshop

Microsoft Visual Studio 2008, 2010

Game Engines worked with: Unreal 3, UDK, Unity 3D, CryEngine2, in-house engine from Larian Studios

Personal Interests:

Besides 3D/Technical Art and Programming, my main interest is music. I enjoy listening to it as well as playing. I play the piano since 1998 (10 years of lessons in the local music school). In 2004 I also started playing on a classical Spanish guitar and in 2006 I bought myself an electrical one. I learned playing on it by myself, and now I'm still trying to keep improving.

When I play videogames, it doesn't really matter what genre it is. The game just has to have something special: unique gameplay, an interesting art style, a very good story, or it just has to be extremely fun. Games I really enjoyed playing are: Hitman - Blood Money, Bioshock, The Elder Scrolls IV - Oblivion, Assassin's Creed series, Condemned, Amnesia - The Dark Descent, Journey, Half-Life 2, FlatOut, Just Cause 2, ...