

Matthijs Verkuijlen

Mail: Matthijs.Verkuijlen@gmail.com

Location: Stockholm, Sweden

Portfolio: <http://www.matthijsverkuijlen.com>

Work Experience	Main Responsibilities
Embark Studios Technical Artist Stockholm, Sweden Sep 2022 – Present	THE FINALS: Shaders for weapon & character skins Performance, stability and optimisation Content team support, education ARC Raiders: Performance, stability and optimisation Content team support, education
Machine Games Senior Technical Artist Uppsala, Sweden Apr 2021 – Sep 2022	Indiana Jones and the Great Circle: Planning graphical and engine features Prototyping level sections Terrain and vegetation tooling in Houdini Support for art team
Rare Senior Technical Artist Technical Artist Twycross, United Kingdom Apr 2020 – Dec 2020 Mar 2019 – Apr 2020	Sea of Thieves: Memory profiling & optimisation Teaching art teams about memory optimisation Character Wetness Shader Tooling and tool support for prop art team Everwild: NDA
Splash Damage Technical Artist Associate Technical Artist Associate Environment Artist Bromley, United Kingdom Apr 2018 – Mar 2019 May 2017 – Apr 2018 Dec 2016 – May 2017	Gears of War 4: Multiplayer Map Environment art Multiplayer Map profiling & optimisation Simple art tool creation Gears of War 5: Multiplayer Map profiling & optimisation Multiplayer Map risk assessments Basic rendering feature investigations Simple art tool creation Gears Tactics: Mainly Environment focused Tech Art, including: <ul style="list-style-type: none">• Profiling & Optimisation• Establishing best practices & teaching artists• Assisting art teams with content setup• Driving rendering features, like the temperature and climate aware material systems• Technical breakdowns and blockouts for complicated outsourcing assets• Cinematic setup and support with previz
Guerrilla Games Associate Environment Artist Amsterdam, The Netherlands Feb 2016 – Nov 2016	Horizon Zero Dawn: Environment art: <ul style="list-style-type: none">• Bandit Camps• Ruined Cities• Natural Areas Assistance with profiling Flagging performance concerns
TinyBuild Games General 3D Artist Intern 3D Artist Hilversum, The Netherlands May 2014 – Feb 2016 Jan 2014 – May 2014	Speedrunners: Character Art Rigging Animation Maya shading Rendering Rendering Automation & tool creation Other indie titles: Assessing projects for publishing Offering art, profiling, and code support where possible

Education

The Art of Lighting for Games CGMA – Online February 2020 – April 2020 Taught By: Omar Gatica	Realtime Rendering Game Art Institute – Online January 2016 – April 2016 Taught By: Forrest Stephan
Vegetation & Plants for Games CGMA – Online January 2019 – March 2019 Taught By: Jeremy Huxley	Game Prop Modeling Game Art Institute – Online January 2016 – April 2016 Taught By: Brett Briley
Rigging for Games CGMA – Online April 2018 – June 2018 Taught By: Ehsan Kiani	3D Environment Design Robotpencil – Online June 2015 – August 2015 Taught By: Dan McGowan
VEX in Houdini CGMA – Online February 2018 – April 2018 Taught By: Timothy Stam	Game Art Apprenticeship Uartsy – Online September 2014 – October 2014 Taught By: Brett Briley
Environment Design Robotpencil – Online April 2016 – June 2016 Taught By: Dan McGowan	3D Art Diploma SAE – Amsterdam October 2012 – November 2013 Basic 3D education

Publications

Exploring Houdini: Use of PDG in Game Pipelines

<https://80.lv/articles/exploring-houdini-use-of-pdg-in-game-pipelines/>

Published on 15 February 2021 on 80.lv

How Splash Damage Built Efficient Material Systems for Gears Tactics

<https://80.lv/articles/how-splash-damage-built-efficient-material-systems-for-gears-tactics/>

Published on 11 August 2020 on 80.lv