



# Timothy Dries

Email: [timothy.dries@hotmail.com](mailto:timothy.dries@hotmail.com)

Website: [www.timothydries.com](http://www.timothydries.com)

## Personal

**Date of birth:** 17/08/1992

**Place of birth:** Brasschaat, Antwerpen, België

**Current residence:** Cambridge, Cambridgeshire, United Kingdom

**Languages:** Dutch (Native), English (fluent), French (Basic)

## Education

**Howest University (Kortrijk, Belgium)**

Major game graphics (graduated 2015)

2011-2015

## Experience

**Internship at Frontier Developments**

**01/02/2016 - 30/06-2016**

Working on planet coaster as an Intern Environment Artist

Responsible for asset creation, unwrapping, texturing, loding and exporting into game.

**Full-time at Frontier Developments**

**01/08/2016 - Current**

Working on planet coaster as a Graduate Environment Artist

Responsible for asset creation, unwrapping, texturing, loding and exporting into game.

## Programs

**Skilled**

Unreal Engine

Unity

Quixel Suite

Substance Painter

Knald

Maya

Speedtree

Photoshop

Xnormal

**Basic**

C++

3DS max

Substance Designer

World machine