



Timothy Dries

Email: timothy.dries@hotmail.com

Website: 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