

Ralf Hakkesteegt

Website: www.ralfhakkesteegt.com **E-Mail:** ralf.hakk@gmail.com **Mobile:** 0614583880

PROFILE SUMMARY

- ❖ Comfortable with using Unreal Engine 4 and Unity 5
- ❖ Knowledgeable Environmental Artist, focusing on 3D modeling, texturing and designing interesting environments
- ❖ Experienced in working with small teams and departments
- ❖ Good eye for detail
- ❖ Experienced in developing for VR
- ❖ Love for the trade
- ❖ Passion for developing games

Company's Worked at

Company name : Steenhouwerij Skledar en Brandwijk

Contribution : Several

From : 2009 - 2014

Company name : Lasermax Lasergames (Internship)

Contribution : Developing an online shooter and a commercial cinematic

From : September 2012 – January 2013

Company name : Uitvaart begeleiding De Stilte

Contribution : Designing Cards, ads and other media

From : 2015 - Present

SCHOLASTIC

2010 Welland College de Oude Hoven – VMBO Kader
2014 Grafisch Lyceum Utrecht - Game design MBO niveau 4
2015 - NHTV Breda – Visual Art for Games HBO

SUMMARY OF SKILLS

- ❖ Good communications skills
- ❖ Skilled Environment Artist
- ❖ Professional attitude towards work
- ❖ Efficient worker

Games/Academic projects worked on

- ❖ Game: Project Abby
Description: Narrative based 3D point and click detective game.
Platform: PC
Role: Art-lead
Contribution: Developing the art-style, Leading the art department, Environmental Art, Models and textures, Level design and Lighting
- ❖ Game: HyperCube
Description: 3D puzzle/maze game set in a cube like structure containing identical cube shaped rooms with an entrance on all sides, using player made notes painted on the walls to navigate to the exit.
Platform: Android Tablet
Role: Environment Artist
Contribution: Environmental Art, Models and textures

- ❖ Game: Confidential Project for Hatlight games
Description: 3D Racing game, where the player propels itself in any direction by shooting tethers anywhere in the environment and swinging towards the checkpoints
Platform: PC and PS4
Role: Environment/Concept Artist
Contribution: Developing the art-style, producing the concept art for the environment
- ❖ Game: The Red Stare
Description: a VR game where the player spies on his/her neighbors from their apartment windows to uncover secret communists.
Platform: HTC Vive
Role: Environment Artist/Lighting Artist/Prop Artist
Contribution: Environmental Art, Models and textures, environmental setup, Lighting
- ❖ Several game-jam contests (Global game jam and Ludum dare)

Software knowledge

- Expert in Autodesk Maya 2014, 2015 and 2016
- Basic knowledge in Autodesk 3Ds Max 2013
- Unreal Engine 4
- Unity 5
- Adobe Photoshop, Illustrator, Flash, InDesign, Premiere and after effects
- Substance painter
- Marmoset Toolbag
- Quixel Suite
- xNormal
- Version control software like Tortoise SVN and Perforce Visual Client
- Microsoft Word, Excel and PowerPoint

PERSONAL SNIPPETS

Date of Birth : 17-01-1993
 Gender : Male
 Languages : English, Dutch
 Hobbies : Playing the Djembe, Practicing the martial arts Eskrima and Jeet Kune Do