

**Ralf Hakkesteegt**

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## 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 : Lasemax 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

### **Company name : Isaac VR**

Contribution : 3D Artist, designing, modeling and texturing models for company projects.

From : September 2017 – January 2018

## 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. Winner of two **Dutch Game Awards** for best student Art and best student Design

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 knowledge in Autodesk Maya 2014, 2015 and 2016
- Professional knowledge in Autodesk 3Ds Max 2017
- Unreal Engine 4
- Unity 5
- Adobe Photoshop, Illustrator, Flash, InDesign, Premiere and after effects
- Substance painter
- Marmoset Toolbag
- Quixel Suite
- xNormal
- Just starting out with Zbrush
- 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