



Timothy Dries
Environment Artist

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Education

Howest University (Kortrijk, Belgium) www.digitalartsandentertainment.be
Major game graphics (graduated 2016)
2012-2016

Professional Experience

Environment Artist at Frontier Developments
February 2016 - Current

Responsible for asset creation, unwrapping, texturing, loding as well as other mor technical aspects such as prefab setup and database management to get assets into game.

Titles

Planet Coaster (2016)
-Including Munsters, Adventure and Spooky dlc
Jurassic World Evolution (Currently)

Knowledge

Programs

Maya	●●●●●	Unreal Engine	●●●●●
Substance Designer	●●●●●	Photoshop	●●●●●
Substance Painter	●●●●●	Blender	●●●●○
Unreal Engine	●●●●●	Speedtree	●●●○○
Knald	●●●●●	Unity	●●●○○
Quixel Suite	●●●●●	Worldmachine	●●○○○
Zbrush	●●●●●	3DS Max	●●●○○

Languages

Dutch	●●●●●
English	●●●●●
French	●●○○○

Hobbies and Interests

Technology	Science
Futurism	Personal development
Video games	World building