

Curriculum Vitae

Personal Info

Name: Martijn Arthur Willemse
Date of Birth: 03-03-1982
Nationality: Dutch
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Degrees:

2004 – 2008: HBO Game Design and Development, University of the Arts Utrecht
Specialization: Graphics and Game design.
Certificate: Bachelor Degree Game Design and Development

1999 – 2002: MBO Multimedia Graphic Design, Grafisch Lyceum Rotterdam
Specialization: 3D Art
Certificate: Multimedia Graphic Designer

1994 – 1997: MAVO Stedelijk College Location Petrus in Zoetermeer
Certificate: MAVO (Middelbaar Algemeen Voortgezet Onderwijs)

Experience

Asset Coördinator

Location: Aegon NV, The Hague (December 2015 – Present)
Activity: Asset Coördinator, Responsible for inventarisation, distribution and cost management of Hardware/assets within Aegon. Evaluation and approval of non-standard requests and responsible for process improvement and cost reduction.

Support Engineer

(May 2013 – January 2014)
Location: APG (Algemene Pensioen Groep), Amsterdam
Activity: Support Engineer, providing technical support via telephone.

System Admin / Support Engineer (February 2013 – April 2013)

Location: AstellasPharma, Leiderdorp
Activity: System Admin and Support engineer, providing technical support via telephone and on location.

Support Engineer

(September 2010 – February 2013)
Location: Alliander, Haarlem
Activity: Support Engineer, providing technical support via telephone.

Level Designer

(September 2008 – September 2009)
Location: Playlogic Game Factory, Breda
Activity: Designing layouts for levels and creating blockouts in Unreal Engine III. Creating and adjusting camera placement and triggers. Stability testing and QA.
Software: Epic Unreal Engine III
Hardware: Sony Playstation 3 DevKit, Microsoft Xbox360 DevKit

3D Artist

(September 2006 – September 2008 , Internship and fulltime)
Location: Playlogic Game Factory, Breda
Activity: Creating 3D assets ranging from weapons, structures, setpieces and several small background characters. Texturing and Rigging them for use in primarily "Fairytale Fights" for the XBOX360 and Playstation 3. Also provided rigging assistance on "Pom Pom Party" for the Playstation 2 "EyetoY".
Software: Autodesk 3Dstudio Max, Adobe Photoshop

Support Engineer

(May 2004 – August 2006)
Location: Teleperformance, Zoetermeer
Activity: Sale and Support of Broadband subscriptions.

Projects/Titles:

- Fairytale Fights - XBOX360 / Playstation 3 - 2010 Playlogic Game Factory.

Skills:

- Sculpting High resolution character models in Zbrush.
- Modeling High/Low resolution character models in 3Dstudio Max.
- Retopologizing models inside Zbrush.
- UVing models inside 3dstudio Max and Headus UV Layout.
- Baking Normals, Textures in xNormal.
- Painting textures inside Zbrush and Photoshop.
- Experience with PBR texture workflow.

Software Knowledge:

3D:

- Autodesk 3DStudio Max.
- Pixologic Zbrush.
- Marmoset Toolbag.
- Headus UV Layout.
- xNormal.
- Unreal Engine III (Basis)
- Unity (Theoretisch)

2D:

- Adobe Photoshop.
- Adobe Illustrator.
- Graphics Gale.

Languages:

- Dutch. Native speaker.
- English. Fluently oral and written.
- German. Base level.
- French. Base level.