

Rik van Peer - Technical Artist

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I design, create and implement technical solutions for game projects. Due to my background in art and experience working in teams, I'm able to understand the wants and needs of other members of the team and distill from that the solutions and tools they need.

Education

Master of Science

Master of Game Technology
NHTV University of Applied Science,
Breda, Netherlands
2017 – 2018

Bachelor of Science

International Game Architecture & Design
NHTV University of Applied Science,
Breda, Netherlands
2011-2017

Skills

General:

Modeling, Texturing, Sculpting, Visual Scripting

Software:

Advanced: Unreal Engine 4, Maya
Moderate: Substance Suite, ZBrush
Basic: Unity

Languages:

Fluent: Dutch, English

Personal:

- *Proactive learner:* I am quick to seek out and learn new skills when necessary.
- *Interdisciplinary Collaboration:* I have extensive experience working with people across disciplines.
- *Problem Solving:* I love solving technical challenges and problems and finding solutions.
- *Communication:* Applying feedback to iterations of my work and presenting through clear documentation.

Work Experience

Total Mayhem Games July-September 2017

Character Artist on *We Were Here Too*

- Designed, modelled, textured and rigged a character for a game project

ENVERSED March - August 2016

Intern at VR-focused Company

- Self-driven game development with a lot of freedom and responsibility
- Design, production and (visual) scripting of games for VR targeting the HTC Vive
- Advanced material work and technical art implementation

DARE to be Digital May-August 2015

Artist on *Snowdown*, contest finalist

- Collaborated with a small team to visualize, produce and optimize 3D art for mobile devices
- Showcased product at DARE to be Digital in Dundee, Scotland

Interests and Hobbies

In my free time I enjoy pursuing other creative endeavors. I try to always have a (personal) project in the works and keep challenging myself.

When I'm not working, I enjoy playing board games with friends, reading comics and I try to play Dungeons & Dragons whenever I find the time.

Some of my favorite games include Monster Hunter, The Witness, Breath of the Wild, Transistor and Night in the Woods.