

# Ralf Hakkesteegt

## 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
- ❖ Not afraid to give my opinion
- ❖ Passion for developing games

## COMPANY'S WORKED AT

### Company name : Steenhouwerij Skledar en Brandwijk

Location: Meerkerk, the Netherlands

Contribution : Several

From : 2009 - 2014

### Company name : Lasermax Lasergames (Internship)

Location: Bilthoven, the Netherlands

Contribution : Developing an online shooter and a commercial cinematic

From : September 2012 – January 2013

### Company name : Uitvaart begeleiding De Stilte

Location: Meerkerk, the Netherlands

Contribution : Designing Cards, ads and other media

From : 2015 – Present

### Company name : Isaac VR (Internship)

Location: Eindhoven, the Netherlands

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

From : September 2017 – January 2018

### Company name : Codeglue B.V. (Internship)

Location: Rotterdam, the Netherlands

Contribution : 3D/2D Artist, designing, modeling and texturing models for company projects and designing and concepting characters

From : February 2018 – June 2018

## SCHOLASTIC

2010	Welland College de Oude Hoven – VMBO Kader
2014	Grafisch Lyceum Utrecht - Game design MBO niveau 4
2018	NHTV Breda – Bachelor of Science Visual Art for Games

## SUMMARY OF SKILLS

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

## GAMES/ACADEMIC PROJECTS WORKED ON

- ❖ 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, Oculus Rift  
Role: Environment Artist/Lighting Artist/Prop Artist  
Contribution: Environmental art, models and textures, environmental setup, lighting
- ❖ 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: Antegods  
Description: A fast-paced arena action game in which ancient civilizations have taken to space. Two teams of four pilots control enormous 'totem' statues, collecting energy in procedurally generated environments, trying to activate an even bigger 'titan' statue  
Platform: Windows  
Role: All-round Artist/Concept Artist  
Contribution: Character concepts and 3D art
- ❖ 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, going to the beach