

# Marieke van Neutigem - Technical Director

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With my unique mix of technical and creative skills I love to automate and optimize workflows and find creative solutions for technical problems to make artists lives easier.

## SKILLS

Main: Maya , Python, PySide, Git, JIRA, Linux

Secondary: Unreal Engine, C++, Perforce, C#, Mel, Windows

## EMPLOYMENT

### PIPELINE TECHNICAL DIRECTOR – DNEG FEATURE ANIMATION

Full Time, Montreal Canada [Nov 2019 - Current]

Full Time, London UK [Sep 2018 - Oct 2019]

- TD for previs and layout departments on animated features including upcoming "Ron's gone wrong".
- Collaborating with department and pipeline supervisors to plan, design, implement and optimize both new and existing workflows and tools.
- Mentoring new team members, software development, code-reviews, collaborating with R&D, problem-solving, troubleshooting.
- Lead development on various development projects in the front end of the pipeline.

### RIGGING TECHNICAL DIRECTOR – TRIXTER

Full Time Internship, Munich Germany [Feb 2018 - Aug 2018]

- Tool development for the rigging and animation departments.
- Implementing many development projects including an artist-friendly motion capture library for retargeting, importing and applying mocap data to rigs.
- Working closely together with the animation lead/supervisor to optimize the workflow and come up with solutions to speed up the process.
- Rigging assets (props, vehicles, characters) on several shows including Captain Marvel.

### VOLUNTEER E-MENTOR – ACCESS:VFX

Volunteer [Jul 2020 - Current]

- Mentoring students looking to get their start in the VFX, Animation or Games industry.

## EDUCATION

### HOWEST UNIVERSITY OF APPLIED SCIENCES - 2018

Bachelor's Degree in Digital Arts and Entertainment (Applied Engineering and Technology)

Major: Game Development, Grade: Summa Cum Laude (Highest Distinction)

- DAE is a full-time bachelor program designed by and developed for creative, ambitious, passionate and exceptional individuals, ready to push the limits of tomorrow's interactive or pre-rendered 3D.
- Extracurriculars:
  - Assistant Programming teacher at the introduction course
  - Team leader during the Cambridge Brains Eden Game Jam
  - Extra classes from the Animation and VFX degree program

### CAMBRIDGE ENGLISH LEVEL 3 CERTIFICATE IN ESOL INTERNATIONAL (PROFICIENCY)

Cambridge English Language Assessment, Issued June 2015