Jerry Verhoeven

I am a Technical Artist doing programming, scripting, visual effects and technical game related work.

Nationality: Dutch
Date of Birth: August 09 1988
Languages: Fluent in Dutch and English. In the process of learning Mandarin.
Degree: Bachelor Digital Arts & Entertainment
Email: contact@jerryverhoeven.com
Portfolio: www.jerryverhoeven.com

Objectives

To work on original games with a passionate team, make a productive link between programmers and artists, share my knowledge, help others, and to sharpen my skills.

Education

2007 / 2010 - Hogeschool West-Vlaanderen - Kortrijk, Belgium
Digital Arts and Entertainment *Graduated with honors*

2006 / 2007 - Hogeschool Rotterdam - Rotterdam, Netherlands
Communication and Multimedia Design

2000 / 2006 - Dalton Lyceum Barendrecht - Barendrecht, Netherlands
Pre-university education (VWO) - Society and Economics

Experience

MAY 2013 / OCT 2015 - Sr. Technical Artist at Virtuos Ltd. - Shanghai China
Sr. Technical Artist - www.virtuosgames.com
I worked on a variety of high profile projects. I did VFX, shader development, pipeline development, programming, art and engine support, research and development, technical writing and technical consulting.
Fable: Anniversary - Unreal 3
VFX work and managing VFX artists. Engine support.
Heavy Rain PS4 - Custom Engine
R&D for advanced rendering features.
Unannounced projects - Unity3D and Unreal4
Acting as primary Technical Artist. All duties.

FEB 2010 / OCT 2012 - Technical Artist at Spicy Horse Games - Shanghai China
Technical Artist on the game *Alice: Madness Returns* - www.ea.com/alice
I mainly worked on particle effects and special effects shaders in the Unreal3 engine, both based on concept art and own design dictated by the established art direction. I was responsible for integrating most of my work into the game myself.
Besides my main tasks I also optimized the shaders on many 3d assets, assisted the User Interface designer by animating and scripting UI logic in ActionScript 2.0 and made scripts to improve the workflow of the 3D- and Technical artists.

Skills

- Ability to improve communication between technical and artistic colleagues because of my extensive knowledge of both disciplines.
- Ability to improve the workflow of artists through identifying trouble spots and providing technical solutions.
- Custom tool and pipeline development for complex high-end game productions.
- C# Programming knowledge (Unity3D, .NET, XNA).
- C++ Programming knowledge (STL, DirectX 9.0). Able to follow good coding standards.
- Scripting knowledge: Python 3.x, Maxscript, JavaScript(Web, Photoshop API, HTML5 Canvas), ActionScript 2.0.
- Ability to create realtime shaders and complicated animated particle effects in the Unreal 3 and Unreal 4 Engines.
- HLSL & CG knowledge, ability to create, edit and use HLSL & CG shaders. Knowledge of the realtime rendering pipeline.
- 3d high- and low poly modeling, for realtime purposes and for high-end rendering.
- Texturing skills, able to produce all types of textures used in current-gen games (Albedo, Roughness, Normal etc.).
- Ability to rig and skin characters for realtime and rendering purposes.
- Traditional and digital drawing skills, able to illustrate complex and original ideas.
- Video compositing skills, able to combine real life footage with realistic CG elements.

- Dutch, fluent
- English, very good
- German and French, basic understanding
- In the process of Learning Mandarin