Jerry Verhoeven

Utrecht, Netherlands (GMT+2)

Technical Artist / Programmer

SKILLS

I am a Technical Artist with a focus on Art and Graphics. Primarily tools, shaders, technical solutions, special effects and Art creation. I generally work closely together with an Art Director and their Art Team to realize their vision (within all set budgets and technical restrictions) on screen.

I have over 15 years of experience with:

- Game and App development in Unity3D.
- Programming in C# incl. gameplay, systems, graphics, tools and UI.
- Profiling and optimizing Unity3D applications on target hardware.
- Creating shaders with CG, HLSL or node graphs.

EXPERIENCE

Self Employed, Utrecht- *Programmer, Game Developer*

2015 - PRESENT

- Totem Teller (Unity - In Progress) Xbox One, Xbox Series, PC
    - *Developed a unique custom rendering stack and graphics pipeline.*
    - *Developed a custom master shader system with a large variety of custom capabilities.*
- Kavel (Unity - Shipped) iOS, Android, PC (Steam, Itch.io, Windows Store)
    - *SDF based art-style. Smooth and juicy gameplay.*
    - *Custom Post-processing performant on mobile devices.*
- Cranky Bird (Pulp - Shipped) Playdate Console
- Alphabeats (React Native / THREE.js - Shipped) iOS, Android
    - *Variety of game experiences & a 3D music visualizer.*
- CasterChef (Unity - In Progress) PC
- DuckPile (Unity - In Progress) iOS
    - *Variety of 2D physics setups, including softbody physics and water.*

Virtuos, Shanghai- *(Sr.) Technical Artist*

2013 - 2015

- Fable Anniversary (UE3 - Shipped) Xbox 360
    - *FX and Shader creation, Console Performance, Problem solver.*
- Batman: Returns to Arkham (UE4 - Shipped) Xbox One, PS4, PC
    - *PBR pipeline development, Character graphics, Problem solver.*

- Heavy Rain Remastered (Custom - Shipped) PS4
  - *Shader development.*

Spicy Horse, Shanghai- *Technical Artist*

2010 - 2013

- Alice: Madness Returns (UE3 - Shipped) Xbox 360, PS3, PC
  - *FX (Shaders & Particles) creation and implementation, Art support, UI programming.*
- BigHeadBash - (Unity - Shipped) Web
  - *Gameplay & UI programming, Various FX.*

EDUCATION

Hogeschool West-Vlaanderen, Kortrijk- *Bachelor's degree Digital Arts and Entertainment*

2007 - 2010

A program designed to educate Technical Artists. All facets of this role are covered here.

SOFTWARE

Unity3d, IDE (various but I use Rider most), Source Control (various), Photoshop, 3ds Max, Unreal 3/4, Google Docs, Trello, Notion, Slack, Jira, Obsidian.

Used but no expert: Discord, Miro, Figma, Substance, Blender, ZBrush, Krita, Reaper.

LANGUAGES

Dutch - Native, English - Essentially native, Chinese - Simple conversations, Japanese - Learning

AWARDS

Imagine Cup 2009 - Worldwide finals

Imagine Cup 2010 - Worldwide 2nd place

Links

www.jerryverhoeven.com
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