

# RIK VAN DEN BIGGELAAR

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## OBJECTIVES

My goal is to work at a well-known Game development company. Here I would be one of the 3D artists who helps the company in producing not only awesome looking but also fun games to play.

With my wide range of skills, I want to give everything the perfect touch. Because of this I give the full 100% for every task because It must look good but also play well while keeping the fun factor as high as possible.

## EDUCATION

### Digital Arts and Entertainment

**2013 - 2017** Game Artist in the field of Game Development

- Learning the full pipeline to make 3D Assets for AAA games. This includes: Modelling (hard surface/ Low poly/ Modular), Baking, Unwrapping, Texturing (PBR, Handpainted) and importing it into the desired game engine of choice (Unreal 4, Unity3D). Besides this we learned how to develop games ourselves. Below are all the modules I've followed:

Applied Math's	3D (3dsMax)	2D(digital & Analogue)	Programming C++
Character Design	Character Creation	Game Art Pipeline	Level Editing
Game Prototyping	Game Preproduction	Level Scripting	Rigging & FX
Level Decoration	Game Projects	Max Scripting	Graduation Work

### Grafisch Lyceum Utrecht

**2009 - 2013** Game Designer in the field of Game Development

- Designing games from scratch with groups from 1 to 6 persons. I mainly focused myself on making 3D art. This goes from modelling to unwrapping/texturing/baking and putting it in the engine of choice. I have also have had lessons in making the right choices gameplay wise, this also resulted in the reward for best Gameplay for our game Alice which you can find the link to in the Awards & Honorable mentions Section.

## EXPERIENCE

### **AiLiveSim | AI simulation**

**3D Technical artist** March 2018 – Present

Making scenes so the AI simulations can run in them. Besides this helping out with marketing materials and where needed.

### **Freelance 3D Artist | 3D models**

December 2017 – Present

Making 3D or Graphics (2D) assets for clients. Clients include:

- Soulmade <http://www.soulmade.media/>
- The simulation Crew <http://www.thesimulationcrew.com/>
- Sketchfab <http://www.sketchfab.com/>
- NRGLed <https://www.nrgled.nl/>

### **Dazzle Rocks Oy | Mobile Games**

**Junior Game Artist** July 2017 – September 2017

During my time at Dazzle Rocks I worked on their newest IP called 7 Legends. I've made 3D Assets based on concepts that had been given to me. For this I used the whole 3D Pipeline (Modelling, Sculpting, Baking Unwrapping, Texturing) before implementing them in Unity3D. These concepts ranged from Buildings, Characters and Props. Besides that I also helped out making marketing Material.

### **Nitro Games Oy. | Mobile Games**

**Intern 3D Artist** February 2017 – June 2017

During this internship I have worked on their newest f2p mobile game Medals of War. Besides this I also worked on another unannounced project. My job was to make 3D models based on given concepts. I used the whole 3D pipeline to make the assets. I also helped making marketing trailers and marketing assets like posters and backgrounds.

### **Couchgaming | PC Games**

**Project Lead/ Lead 3D Artist** February 2016 – February 2017

Together with some enthusiastic students we formed a group which is called Couchgaming. We make games that are fun to play with friends while sitting on the couch and having a beer. My Role in this was making Art assets, doing the planning and management and doing the marketing of our first game Go Go Poncho.

### **Sketchfab Master | Volunteer work**

**Project Lead/ Lead 3D Artist** August 2016 – Present

The Sketchfab Masters are a group of super passionate and active community members for the website <https://www.sketchfab.com>. I help running community activities and events, write tutorials and help community members with support and feedback.

## **Codeglue | All Platform Games**

*Intern 3D Artist August 2012 – February 2013*

During this internship I've worked on assets that could be sold in the game PlayStation Home. I modelled, unwrapped, textured and imported them into the PlayStation Home Development Kit so they could be used by the users.

## **Stolen Couch Games | Mobile Games**

*Intern 3D Artist January 2012 – June 2012*

During this internship I've modelled, unwrapped, skinned and animated characters and objects for their mobile game called Castaway Paradise.

## **SKILLS**

- **Modelling:** Hard Surface, Low Poly
- **Sculpting**
- **Baking**
- **Unwrapping**
- **Texturing:** PBR, Hand painted
- **Knowledge of:** Rigging, Skinning, Animation

## **Software**

- **Autodesk 3DsMax:** Modelling, Unwrapping, Baking
- **Substance Painter 2:** Texturing, Baking
- **Adobe Photoshop:** Texture Painting, Making Marketing Materials
- **Zbrush:** Sculpting
- **3DCoat:** Unwrapping, Texturing
- **Unreal Engine 4:** Implementing Assets, Blueprint Programming, Making Shaders (Node-based), Particle Creation
- **Unity 3D:** Implementing Assets, Basic Scripting, Light baking
- **Adobe Premiere Pro:** Editing Videos
- **Adobe After Effects:** Editing Videos

## **Languages**

- **Dutch:** Mother tongue
- **English:** Professional

## **AWARDS AND HONORABLE MENTIONS**

**Featured on Google Mobile keynote** | May 2017

<https://twitter.com/albn/status/864989179037405188>

**Featured on Polycount Recap** | *November 2016*

<http://polycount.com/discussion/180788/polycount-recap-november-2016#latest>

**Art Spotlight** | *September 2016*

<https://blog.sketchfab.com/art-spotlight-aquarium/>

**Best Gameplay for Follow the Rabbit** | *July 2011*

<https://dgdarc.nl/?p=515&lang=nl>

## **FAVORITE GAMES**

Rocket League, Overwatch, Red Alert 2, Roller Coaster Tycoon