

Jeroen Backx

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Place and date of birth: Roosendaal, Netherlands, June 24 1981
Driving Licence: Category B

Education

Avans University Breda (Netherlands)
Graduated in the Bachelor's degree programme of Communication & Multimedia Design
Minor Game Design
Minor Time Based Arts
2004 - 2008, Hoger Beroeps Onderwijs

Technische Informatica at ROC Vlieringen (Netherlands)
Graduated as "Middelkaderfunctionaris Kantoorautomatisering"
2000 - 2004, Middelbaar Beroeps Onderwijs

Achievements

I lead a small team (6 people) of 3d artists during production of a multi-million Euro next-gen consoles game.

I have been responsible for planning and production of more than 2000 game-ready 3d assets and more than one hundred 3d characters.

I supervised the content related correspondence with a foreign outsourcing company. I briefed and reviewed nearly 1500 game assets and handled content related questions.

Employment

Playlogic Game Factory, Breda, Netherlands
2008 - 2010
Full-Time Contract, multiple roles:
- 3d Artist
- 3d Modeling Team Coordinator
- Asset Outsourcing Coordinator

Playlogic Game Factory, Breda, Netherlands
2007 - 2008
Internship and Part-Time employment
Junior 3d Artist

Freelance CG Artist, Roosendaal, Netherlands
2005 - 2007

Notable assignments:
- Created ten 3d characters for Reclame Bureau Verhoeven Eindhoven to be used with advertisements.
- Made a promotional trailer for the "AllAboutUs Filmfactory".
- Several smaller 3d assignments for multiple clients

Extracurricular activities

Creator and webmaster of the "Lord of the Rings Maps" website. 2003 - 2006
No longer online, LotRMaps was a popular website offering fan made geographic maps of J.R.R. Tolkien's fictional land Middle Earth. The site was very dynamic, running a database and custom CMS allowing people to sort and filter the content and make comments. At it's height it had more than a thousand visitors per day.

Created www.mekerskatepark.nl, 2005
Together with a friend, I made a website for a local skatepark. I was responsible for the graphics and code.

Experience

3d Modeling

Low poly modeling from concept to in-game model
Character modeling
Environment modeling
Creating complex but easy to use rigs for skeletal meshes
Creating optimized skins
Proper UV unwrapping
Profound understanding of the technology and theory behind 3d geometry for games
Optimizing 3d assets for in-game use

Game Engines

Pursuing optimal technical solutions for models and materials
Importing and organizing game assets
Creating complex but optimized shaders and material hierarchies
Preparing 3d objects for in-game collision detection, physics simulations, lighting and placement
Solid understanding of the level decoration and cutscene creation process

Language Skills

Dutch: Native tongue
English: Excellent oral and written skills

Software

Proficient

Autodesk 3d Studio Max
Autodesk Maya
Adobe Photoshop
Unreal 3 Engine
Autodesk Mudbox
Filter Forge
Spiralgraphics Genetica
Sony Vegas

More about me

Personality

Motivated, involved, independent, reliable and flexible...are just some of the things I hope to get better at.
Team player, whether up, down or side-ways
Profound approach to criticism
Lifelong fascination and natural curiosity toward CG art and videogames
Good sense of ROFLMAO

Texturing

Creating tiling or unique textures for game characters and assets
Creating procedurally generated textures
Creating Hand painted textures
Optimizing texture usage by reusing existing textures for new assets

Artistic development

Good sense of composition, color, focus, balance and perspective
Good spatial aptitude
Fine eye for detail while keeping a pragmatic approach
Well able to work within a set graphic style with consistency
Good drawing skills

Organisation

Experienced with working within tight deadlines
Experienced with creating and working by short and long term planning for asset creation
Creating and adhering to folder and file naming conventions and structures
Always looking to optimize workflow, asset pipelines and communication

Experienced

Pixologic Zbrush
Adobe Illustrator
Adobe Flash
Adobe Premiere
Adobe After Effects
Autodesk Combustion
Microsoft Office
HTML, PHP, CSS

Interests

Quality time with friends and my girlfriend
Fantasy and Science fiction literature and films
Astronomy and Physics
Playing clever or immersive games
Snowboarding
Improving on my art skills
www.jeroenbackx.com