

Jeroen Backx

digital artist

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Place and date of birth: Roosendaal, Netherlands, June 24 1981
Driver's Licence: Category B

Education

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

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

Achievements

More than ten years of experience with 3d Computer Generated Imagery and more than six years of experience as a video-game artist.

Worked as an artist on the indie video-game Darkout by Allgraf. I created conceptart, 3d characters, 3d assets, particles, tiling textures and performed many technical tasks such as facilitating in-engine character animations. Darkout was recently greenlit through the Steam greenlight system.

Created many 3d assets as a freelancer for popular triple-A video-games such as Bioshock Infinite by Irrational games, Kinect Starwars by Lucasarts, Kinect Sports Rivals by Rare and other (as of yet unreleased) titles.

Lead a team of around six 3d artists during production of Fairytale Fights, an ambitious video-game for consoles (Xbox 360 and Playstation 3) by Playlogic games.

Responsible for planning and production of more than 2000 game-ready 3d assets and more than one hundred 3d characters for the game Fairytale Fights.

Supervised the content-related correspondence with an international outsourcing company. I briefed and reviewed more than a thousand game assets and handled content related questions.

Employment

Founder and Owner at JB3D CGI, Etten-Leur, Netherlands
2010 - 2013
Created a broad range of 3d computer generated content for many different clients on a contracting and freelance basis.

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

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

Freelance artist and webdeveloper, Roosendaal, Netherlands
2005 - 2007

Experience

3d Art

Specialized at elevating an idea to a fully realized lowpoly 3d model in a real-time 3d environment.

Proficient at Sub-Div modeling and Sculpting (hard-edge and organic).

Environment and asset creation including collision geometry.

Creating complex but easy to use animation-ready rigs and skins for skeletal meshes.

Baking maps from highpoly geometry.

Good understanding of the technology and theory behind real-time 3d environments.

Creating and working with procedural and non-destructive solutions.

Compositing within a Linear Workflow.

Game Engines

Pursuing optimal technical solutions for models and materials.

Importing and organizing large sets of game assets.

Creating complex but optimized shaders and material hierarchies.

Optimizing 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 spoken and written skills.

German: Basic understanding.

Texturing

Highly efficient UV space creation and utilization.

Creating (tileable) textures for game characters and assets.

Creating procedurally generated textures with a variety software packages.

Hand painted textures.

Optimizing texture usage by reusing existing textures for new assets.

Artistic development

Specialized at working within a determined graphic style with consistency.

Excellent reference based production.

Good drawing skills.

Good sense of composition, color, focus, balance, lighting and perspective.

Good spatial aptitude.

Appreciation of important details while keeping a pragmatic approach.

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.

Welcoming of criticism.

Experienced at team based cooperation and coordination.

Software proficiencies

Autodesk 3d Studio Max

Autodesk Maya

Autodesk Mudbox

Pixologic Zbrush

Unreal 3 game engine

Unity3d game engine

Torque 2d & Torque 3d engines

Adobe Photoshop

Adobe Illustrator

Adobe Premiere

Adobe After Effects

Sony Vegas

The Foundry Nuke

Vray, Final Render and Mental Ray

More about...

Interests

Spending time with friends and family.

Hiking, running, mountainbiking and appreciating nature.

Enjoying fantasy and science fiction literature, movies and videogames.

Playing clever or immersive games and keeping up to date with the gaming industry.

Casual Photography

Astronomy, physics, history

Boardgames

Snowboarding

Personality

Motivated, involved, independent, reliable and flexible... are just some of the things I aspire to some day achieve.

Lifelong fascination and natural curiosity toward fantastic art and videogames.

Any day where I learn something worth remembering or create something worth keeping, is a day well spent.

Good sense of ROFLMAO