

C.V. of Trevor van Hoof

Technical Artist / Tools Programmer

Name	Trevor van Hoof
Nationality	Dutch
Email	trevor.vhoof@gmail.com
Address	Korvelseweg 16B 5025 JH Tilburg, Netherlands
Languages	English, Dutch
Phone	+31 6 3493 0270

Work

December 2020 - Present, Technical Artist at Applied Intuition, Tilburg, NL

As technical artist I was responsible for developing pipelines for in-house artists, introducing customizability in products and bringing access to that to the end-user.

January 2019 - December 2020, Technical Artist at Square Enix, Tokyo, JP

Developed a new cinematics pipeline for an in-house engine, underlining the ability to work in parallel and iterate on granular components of a cinematic. In addition I spent time researching low-cost motion capture solutions for animators to use at their desk.

Apr 2014 - October 2018 Technical Artist at Guerrilla Games, Amsterdam, NL

As technical artist I was responsible for custom Maya animation tools and the Cinematics pipeline (from content to game).

Late 2013 Game Programmer at Codeglue, Rotterdam, NL

I was hired to develop a 2.5D mobile game in Unity3D and created core gameplay as well as tools to easily build the game with multiple skins.

Education

2007 – 2013 at NHTV Breda, NL

Bachelor of Engineering in International Game Architecture and Design

Experience

Python (Standalone, PyQt/PySide, Autodesk Maya & Motion Builder)
C++ (Standalone, OpenGL, Autodesk Maya plugins, Qt, Unreal Engine)
HLSL & compute shaders in Unreal Engine and Unity 3D
GLSL (Post processing, PBR shading, sphere tracing)
C# (Unity 3D)

Abilities

Broad technical knowledge & interest
Pipeline design & development
Quick learning & research abilities