

Curriculum Vitae

Personal details

Name	Trevor van Hoof
Birth date	11 th of September, 1990
Nationality	Dutch
Email	trevor.vhoof@gmail.com
Residence	Galgerwaard 14, Breukelen, The Netherlands
Languages	English, Dutch
Phone	0031634930270

Work

Apr 2014 - present 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 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.

Feb 2012 - Jun 2012 at *Guerrilla Games (internship), Amsterdam, NL*

I was an intern in the tech art department and worked on several plugins and tools for Maya using Python and Maya's Python API.

2010 - 2011 at *The ICT Professionals, Eindhoven, NL*

I as an intern learned and applied Flash actionscript 3 programming combined with content assembly, 3D interface design, modeling and rendering for online games and was later hired to continue doing so

2009 - 2010 at *The ICT Professionals, Eindhoven, NL*

Part-time, prop modeling, rigging, lighting and rendering.

Education

2007 - 2013 at *NHTV Breda, NL*

International Game Architecture and Design (Visual art)

Experience

Python (Standalone, PyQt/PySide, Autodesk Maya & Motion Builder)

C++ (Standalone, OpenGL, Autodesk Maya plugins)

GLSL (Post processing, PBR shading, sphere tracing)

C# (Unity 3D)

WebGL & Javascript UI programming

HLSL shaders in Unity3D & FxComposer

Abilities

Broad technical knowledge & interest

Pipeline design & development

Quick learning & research abilities