

Senior Lighting Artist

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PERSONAL DETAILS

Full Name: *Nieuwdorp, Hendrik Johannes* Given Name: *Rik*
Nationality / Citizenship: *Dutch (EU)*

EMPLOYMENT & ACADEMIC HISTORY

AAA Games as lighting artist: Redfall (2023), Indiana Jones (TBA), Deathloop (2021), Wolfenstein Youngblood (2019), Overkill's The Walking Dead (2018), Crossfire Co-Op (UR), Storm VR (UR)

Work History

Arkane Studios Austin | Zenimax Inc, Austin, TX – Sr. Lighting Artist (08-2023 – Present)

MachineGames AB | Zenimax Inc, Uppsala, Sweden – Lighting Artist (11-2018 – 08-2023)

Starbreeze AB, Stockholm, Sweden – Lighting Artist (11-2016 – 10-2018)

HJNArt, Beuningen, The Netherlands - Freelance Lighting artist (02-2016 – 5-2019)

MechaMania, Nijmegen, The Netherlands - Lead Artist XSpherion Project (11-2015 – 09-2016)

Royal Philips, Eindhoven, The Netherlands - Visualization Internship (2013, 6 month)

IGAD Gamelab, Breda, The Netherlands - Various art roles in student projects (2009 – 2013)

Academic Positions & Achievements

2014-2015: MSc in Game Technology, Visual Arts, NHTV University of Applied Sciences, Breda, The Netherlands.

Master thesis: Comprehensive primer on narrative driven lighting design for videogames.

2015: Authored and published paper at the European Conference for Ambient Intelligence (AMI-14) on the subject of perception altering lighting techniques in videogames.

2009-2014: BEng in Game Architecture & Design, Visual Arts, NHTV University of Applied Sciences, Breda, The Netherlands (Old Curriculum). Specialization: Lighting & Rendering.

1995-2009: Preparatory education, high school diplomas obtained in 2007 (VMBO-TL T) & 2009 (HAVO N&G) at Twickel College Hengelo (OV), The Netherlands.

SKILLS & COMPETENCIES

Modeling & Texturing

Autodesk 3D Studio Max *Advanced*
Autodesk Maya *Advanced*
Side FX Houdini *Junior*
Allegorithmic Substance Designer *Junior*

Game Engines

Epic Games' Unreal Engine 3 and up *Senior*
(proprietary) Valhalla Engine *Advanced*
(proprietary) iD Tech 6 + / Void Engine *Senior*
(proprietary) Creation Kit 2 *Advanced*

Design

Lighting *Senior*
Environment *Advanced*
Firearms *Senior*

Management & Organization

Group Management *Advanced*
Pipeline management *Advanced*
Personal time management *Senior*
Documentation & Presentation *Senior*

Personal Skills & Traits: Ability to meet deadlines & assignment criteria, Quick Learner, Team Player, Dedicated & Determined, Enthusiastic & Positive mindset, Problem Solving, Excellent Verbal & Written communication skills, Fluent in Dutch & English, Basic in French and Swedish.

Work Related Interests: 3D Modeling, Lighting Design, Architecture, Art, Narrative Design, Visual Storytelling, Photography, Cinematography, Videogames

Other Interests & Hobbies: Driving, Hiking & Camping, Wildlife Conservation / Biotope management, PC Building, Science Fiction, Spaceflight, Physics