

Rik Nieuwdorp (Master in Game Technology)

## Lighting Artist

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Handen, Sweden

### PERSONAL DETAILS

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Full Name:	Nieuwdorp, Hendrik Johannes	Given Name:	Rik
Nationality:	Dutch	Date of Birth:	21-01-1991
Sex:	Male		

### EMPLOYMENT & ACADEMIC HISTORY

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#### Work History

**Starbreeze AB**, Stockholm, Sweden – Lighting Artist (11-2016 – Present)

**Enterspace VR**, Stockholm, Sweden – Lighting Consultant (06-2017)

**HJNArt**, Beuningen, The Netherlands - Freelance Lighting artist (02-2016 – Present)

**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)

**AAA Games:** Overkill's The Walking Dead (Lighting Artist), Crossfire (Lighting Artist), Storm VR (Lighting Artist)

**Student Games:** Wake Up! (Team Lead), Redneck Rally (Environment Artist), Door Wars (Team Lead), Argam (Environment Artist), Mouse Adventure (Modeling Lead), Gravity Swing (3D Artist)

#### 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.

**2013:** Internship, Visualization Intern at Philips Research, High Tech Campus, Eindhoven, The Netherlands. (6 month)

**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 in Hengelo (OV), The Netherlands.

### SKILLS & COMPETENCIES

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#### Modeling

Autodesk 3D Studio Max	Expert
Autodesk Maya	Expert
Side FX Houdini	Proficient

#### Rendering/Comp Software

Chaos Group V-Ray	Expert
Mental Ray	Expert
The Foundry Nuke	Proficient

#### Game Engines

Epic Games' Unreal Engine 4	Expert
Epic Games' Unreal Dev Kit (proprietary) Valhalla Engine	Advanced

#### Design

Lighting	Expert
Environment	Advanced
Firearms	Expert

#### Texturing

Adobe Photoshop	Expert
Allegorithmic Substance Suite	Expert

#### Management & Organization

Group Management	Advanced
Pipeline management	Advanced
Personal time management	Advanced
Documentation & Presentation	Expert

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

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

**Other Interests & Hobbies:** Driving, Hiking, Videogames, PC Building, Science Fiction, Spaceflight, Physics