

# THOMAS

# KOLE

*technical artist*

## CONTACT

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## PROGRAMMING

C++  
C#  
HLSL, GLSL, CG

## SOFTWARE

3D  
Blender, Maya, 3ds Max,  
Meshlab, Visual SFM, Agisoft  
Photoscan

2D  
Photoshop, Gimp, Substance  
Designer

Engines  
Unreal Engine 4, Unity

## LANGUAGES

Dutch (native)  
English (Cambridge CPE)  
German (basic)  
French (basic)

## ABOUT ME

I am a Technical Artist, born, raised, and residing in the Netherlands. I moved to Belgium 3 years ago to study Game Programming at the Hogeschool West-Vlaanderen. I just finished my graduation internship at Force Field VR (Amsterdam), and I'm looking to join a new team. I love bridging the gap between (3D) art and programming. Because I have experience in both game art creation and (graphics) programming, I understand the challenges of both disciplines. I can help develop new tools, technologies, and pipelines to help production go smoother.

## PROJECTS/EXPERIENCE

### *Force Field VR*

*Technical Artist Internship*

*Feb-June 2017*

Force Field is a studio in Amsterdam dedicated to Virtual Reality. I was a Technical Artist Intern for four months, where I solved a variety of problems regarding visual fidelity, materials / shaders, and optimization, as well as Research & Development.

### *Apollo 15 Moon Landing VR*

[goo.gl/iYK39p](http://goo.gl/iYK39p)

*Virtual Reality Application*

*July 2016*

A Virtual Reality recreation of the 1971 Apollo 15 moon landing. The user gets to descend the lunar module, walk on the moon, and drive around in the lunar rover. For Google Cardboard, made in Unity using Google's API.

### *HalfLine Miami*

[stabberthomas.itch.io/hlm](http://stabberthomas.itch.io/hlm)

*Video Game*

*August 2015*

This video game mash-up, completely written in C++, became a small success after I released a trailer. With over 50.000 downloads and large media coverage it is my most successful project to date.

## FORMAL EDUCATION

2014 – 2017 Bachelor Digital Arts and Entertainment  
Howest, Kortrijk, Belgium

2007 – 2014 VWO, Natural Sciences and Technology  
De Breul, Zeist, The Netherlands