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
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
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