

Esther Zuidgeest

Technical Artist

PERSONAL STATEMENT:

As a Technical Artist I bridge the world of artist and programmers. I've started, created and completed multiple released games wearing many different hats, through which I've gotten a very comprehensive understanding of proper game flow and logic setups that are future proof. My greatest passion is building smart assets that combine code and art which may function like modular building blocks or systems like the fish variation system I worked on at Dovetail Games.

I'm very dedicated to the projects I work on and will take on different tasks depending on the requirements at that moment. Be it working on prototyping, level optimisation, building smart assets, coding, coordination, building shaders, rigs, modelling etc.

What I love about game development is the people and working with them as a team. I am very easy to get along with.

CORE SKILLS:

- Bridge between the artist and programmer world
- Unreal engine knowledge
- Modular asset builder
- Coding through blueprints
- Knowledge of how to setup games in a smart way
- Performance profiling and asset optimisation
- Rigging and skinning
- Shaders and particles
- documentation
- Excellent teamwork skills

EDUCATION & COURSES:

Institute	Course	Grade	Date
IGAD – NHTV, Propaedeutic and bachelor certificate achieved	3D Visual Artist	8	2007-2011
Anomalia	11 day rigging course	completed	2013

TECHNICAL SKILLS:

Software	Experience Level	Software	Experience Level
UE4	5 years	ZBrush	2 years
Maya	6 years	Substance designer	Beginner
Photoshop	2 years	Houdini	1 year
Unity	1 year		

EMPLOYMENT HISTORY:

Dimenco, NED (September 2018– Present) UE4
"Game developer"

With a team of 4 develop several game prototypes

- Work with new technologies and create experiences for them (3D displays, eyetrackers, leap motion, 3D audio)
- Created new hand interactions. (grab and slide to rotate around and object, grab object with 2 hands, etc)
- Made those interactions into plug and play modular components
- Setup the core gameflow for an interactive cinematic experience
- Create a sculpting prototype which uses hand tracking and a voxel plugin.
- Coordinated and planned tasks for the team
- Represent the team and handled external communication
- Reviewed work and taught others on blueprinting best practices
- Learning how to nativize blueprints in c++

ForceFieldVR, NED (March 2017 – July 2018) UE4

“Technical Artist”

Coast Combat, Gear VR

On-rail rollercoaster shooter

- Performance profiling
- optimising assets and levels for mobile VR
- Blueprinting
- UE4 audio implementation
- VFX (Particles/Shaders)

Anne Frank VR, Gear VR

Pre-rendered anne frank house, teleport to points, activate quotes, inspect objects.

- Noticed the level was not setup very efficient, suggested a more easy to use and efficient solution.
- Made custom component setup so functionality could be easily reused in other blueprints.
- Expanded and polished a 3D UI interaction system that could be controlled by either pointer or gaze.
- UE4 localisation setup and switching.
- Audio implementation.

Renault VR

VR visual spectacle experience made for a self-driving car.

- Created a dynamic spline mesh highway based on an actual highway which the car sticks to.
- Build environment art to match that of concept image.
- Build a tool to get Maya curves into UE4 as splines.

Studio

- rewrote UE A.R.T. tool python scripts to fit company folder structure
- Photogrammetry research and defining workflow

Madurodam, NED (Jan 2016 – Mar 2016) UE4

“Technical Artist”

“Nieuw Amsterdam, PC”

- Used Ocean shader and TrueSky plugin to create a sea lookout.
- Created cannon smoke and water splash effects.
- Animated cameras, time of day, clouds, ships and their sails.
- Integrated video files with alpha as dream clouds into the 3D sea scene.
- Used C++ to let the game react to UDP signals send by the ‘cannon’ controller.

Dovetail Games, UK (Juli 2014 – Juli 2016) UE4

“Technical Artist”

“EuroFishing, PC”

- Rigged and skinned main character, fishes and equipment. Created a detailed facial rig.
- Created variation system that made each fish unique using blendshapes, material changes and joint offsets.
- Build water shader with wind, gust and rain system.
- Created a time of day system that drives sun, moon, lights, sky, and fog.
- Created weather fx (clouds, rain).
- Responsive foliage, particles, splashes, made pymel scripts for animator

“Train Simulator 2, PC”

- Build layered paintable landscape material, that responds to slope and rain/snow amount.
- Volumetric smoke FX.
- Researched rig loding and AI behavior.
- Rig setup that enabled clothing and face model swapping.
- Blueprints

LANGUAGES:

English – Fluent

Dutch - Native

French – Beginner

German – Beginner