Jeroen Van Hoorebeke

Character artist

Languages

Experience

Jeroen Van Hoorebeke

2095 46th Ave
San Francisco, 94116

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Date of birth - March 29th 1991
Nationality - Belgian, U.S. Permanent Resident

Dutch - Native

English - Full professional proficiency

French - Elementary proficiency

Hangar 13 / Senior character artist
APRIL 2014 - APRIL 2018, Novato, USA

Unannounced triple-A project
-Research and prototyping of art stylization
-Prototyping new character pipelines
    Unified effects and wrinkle map UV's for all characters
    Automatic stitching on clothing based on UV seams
-Testing new proprietary substance painter integrated material pipeline and creating character materials to be used during production
-Creating new topology, UV's, LOD's and textures for both female/male head and body (including teeth)
-Prototyping enemy archetypes, both organic and hard surface
-High Poly modeling hero and main story characters

Mafia III
-High and low poly modeling, unwrapping and texturing of hero and main story characters
-Hair modeling and texturing for main story characters
-Clean up and improving of head scan data
-Skinning using internal skinning tools and scripts
-Basebody and basehead sculpting, modeling, LOD creation and texturing (including eyes and teeth)
-Pipeline creation and refinement
    Creating and documenting headscan-cleanup pipeline
    Documenting PBR texturing rules and pipeline
    Helped creating hair creation pipeline
    Helped creating character assembly and management pipeline
-In-editor character assembly and management for main and secondary characters

2K Czech/ Character artist

OCTOBER 2012 - MARCH 2014, Prague, Czech Republic

Mafia III

-High and low poly character modeling, unwrapping and texturing of secondary characters

-Character skinning

-Character pipeline research for hair

Larian Studios / 3D artist intern

FEBRUARY 2012 - JUNE 2012, Gent, Belgium

Divinity: Dragon Commander

-High and low poly character modeling, unwrapping and texturing

-High and low poly Environment modeling, unwrapping and texturing

Divinity: Original Sin

-High and low poly character modeling, unwrapping and texturing

-High and low poly Environment modeling, unwrapping and texturing

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Education

PIH Kortrijk / Digital Arts and Entertainment Bachelor's degree

OCTOBER 2009 - JUNE 2012, Kortrijk, Belgium

Graduated cum laude

Koninklijk Atheneum secondary institute / Secondary education

SEPTEMBER 2003 - JUNE 2009, Eeklo

Awards and honors

-Received a 3DTotal Excellence Award for my piece "Aviator"

-Received a 3DTotal Excellence Award for my piece "1940's gangster"

-Got featured in 3D Artist magazine Issue 48 with my piece "Chevy Corvette"

-Got featured in the InCG magazine's showcase with my piece "Fisherman's Friend"

-Made it to the worldwide top 50 games in the Microsoft Imaginecup 2011.