

KRISTOF MINNAERT

curriculum vitae



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About me

A strong-willed and motivated character artist with excellent knowledge of anatomy and the human figure. As well an experienced artist in game-design and development for mobile and browser based games.

Experience as a lead artist leading a small team of artists to maintain graphical style and quality.

Specialized in creating high quality art assets to be used in demanding production pipelines for both desktop and iPhone & iPod touch platforms.

Experiences

Lead Artist at Angle Gaming Labs

June 2006 - Present (3 years 9 months)

Designing small casual and gambling games from the ground up, focused on gameplay and experience for the succesfull 3Dice virtual casino.

Modeling, texturing and animation of characters, environments and props.

Creating both scripts that define gameplay and optimized realtime shaders.

Leading a small team of artists to make all of this happen.

Lead Designer for Infest Station (iPhone game to support gameartisans.org)

September 2009 - Present (6 months)

Responsible for designing and coding gameplay code, artist workflow and pipeline

Education

VISO, Mariakerke

A2, Multimedia, 2001 - 2003

Skills

High resolution sculpting, modeling and texturing. Low poly modeling and texturing. UWW unwrap-ping optimized for game-engines and hardware. Extensive knowledge of anatomy and mesh topology. Good knowledge of the graphics pipeline as well as shader authoring in CGFX/HLSL/GLSL. Creating and designing gameplay elements that make a game fun.

Technical know-how

Zbrush: Good

Autodesk Softimage: Good

Adobe Photoshop: Very Good

Luxology Modo: Very Good

xNormal: Good

Topogun: Good

XNA: Mediocre

Shader Authoring: Good

iPhone/iPod Touch development: Good

Languages

Dutch (native language): Very Good

English: Good

French: Mediocre

German: Notions

Japanese: Basic

Interests

New realtime technologies, classical and digital art, experimental music, creating games, playing music, science, space, programming