

KRISTOF MINNAERT

curriculum vitae



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About me

I am a Technical Character Artist with 6+ years worth of experience working in the Video Games industry, specialized in producing pipeline tools to make the character pipeline smooth and cost efficient.

I enjoy being involved in both the artistic and technical sides of game production with a profound interest in making tools. As such, I have an extensive knowledge of many scripting and shading languages including C#, Flex, Python, MEL, HLSL, CGFX and even Assembly. As well as experience in C++ plugin development for Autodesk Maya and Pixologic ZBrush.

Experiences

Technical Character Artist at Lockwood Studios Ltd

July 2012 - Present

Pipeline Tech

- Automated Thumbnail generation
- Converting Assets from Playstation Home to the Avakin platform using custom scripts
- Photoshop Texture exporting tool that allows the artist to export as many textures to as many locations he/she wants with the click of a button
- Photoshop actions and scripts
- Assorted Python and Mel scripts to ease the workload
- Rig debugging and extending on existing rigs
- General pipeline debugging and helping out fellow artists
- Skinning and general mesh debugging

Lead Designer and Programmer for MageMage (iPhone game)

February 2010 - Present

- designing and implementing core mechanics and prototyping ideas
- level design and setup
- Programming the AI system and accompanying behaviours/sequences
- Creating the dialogue system and tools to streamline the creation of dialogues
- Creating the objective system
- Gear and Inventory systems
- GameState FSMs
- General pipeline tools for inside Unity3D (editor scripts)

Lead Artist at Angle Gaming Labs bvba

June 2006 – June 2012 (6 years 1 month)

- Designing small casual games from the ground up, focused on gameplay and experience. Modeling, texturing and animation of both characters and prop geometry.
- Creating both scripts that define gameplay and optimized realtime shaders.
- Leading and mentoring a small team of artists.

Education

VISO, Mariakerke

A2, Multimedia, 2001 - 2003

Other:

- Artistic Anatomy for Digital Artists (2-day course from Escape Studios given by Scott Eaton), April 2009

Skills

Maya plugin development (c++, Python, MEL)

rigging

debugging

C#

Shader Authoring in HLSL and CGFX

Adobe Flex

Javascript

Software knowledge

Autodesk Maya

Microsoft Visual Studio

Pixologic Zbrush

Adobe Photoshop

Luxology Modo

xNormal

Topogun

Languages

Dutch (native language) and English with notions of French and German