Mark Verkerk
LEAD TECHNICAL ARTIST

"In an industry filled with specialists, I am a generalist at heart.
A jack of all trades, a master of none, a Technical Artist with an appetite!"

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Profile

Currently I have 14 years of industry experience, from which 10 as a Technical Artist. Coming from 3D art before that, I initially transitioned into Tech Art by developing automation and pipeline tools. My general skillset then evolved to include in-engine C++ tools (Unreal Engine) and having more engine knowledge in turn informed performance profiling and optimisation. My skillset is broad, having supported various projects, prototypes and pitches with all things related to content over the years. Deep working knowledge of the many other disciplines in art and engineering allows me to advise, inform and develop systems that give artists the freedom they need whilst ensuring performance and scalability.

A couple of years ago I was given the opportunity to lead, manage and coach various teams of Technical Artists over several titles and endeavours. In an industry that evolves rapidly, staying up to date not only with tech-art, but also all of the disciplines that we interact with, is a tough job. Yet it is my experience that a well oiled Technical Art team can bridge all the gaps, and has proven to be a force to be reckoned with!

Work experience

Jagex
Cambridge, United Kingdom
www.jagex.com

2020 - Current
Lead Technical Artist

Splash Damage
Bromley, United Kingdom
www.splashdamage.com

2013 - 2020
Lead Technical Artist
Senior Technical Artist
Technical Artist

Born Ready Games
Guildford, United Kingdom
www.bornreadygames.com

2012 - 2013
Technical Artist

Double Six
Guildford, United Kingdom

2010 - 2012
3D Artist

Freelance
3D Art & Technical Art

2010
Mirage3D
Troubleshoot
Retronamic Games

Playlogic Game Factory
Breda, The Netherlands
www.playlogic.nl

2009 - 2010
3D Artist (Full Time)
Internship (6 Months)

Mirage3D
The Hague, The Netherlands
www.mirage3d.nl

2008
Internship (6 Months)

Technical Skills

Expert
Unreal Engine 3, 4, 5
Performance Profiling & Optimisation
3dsmax, Photoshop, Renderdoc

Intermediate
Maya, Substance Designer
Python, Maxscript, C++

Various
Jira, Confluence, Office, Premiere,
SVN, Gitlab, Perforce

Relevant education

2018
Internal Course

Leadership Development Program
Peter Lewis (Learning & Development)

2018
Internal Course

C++ Fundamentals
Stefano Sampietro (Principal Core-Tech)

2005 - 2009
Vocational College

Grafisch Lyceum Rotterdam
Animation & Games
Graduated in 2009

Achievements

- **Maneater**
  November 2022, *Splash Damage*
  Game released for PS5, Xbox One X

- **Halo Master Chief Collection - Halo: Reach**
  August 2019, *Splash Damage*
  Game released for PC.

- **Gears of War: Ultimate Edition**
  August 2015, *Splash Damage*
  Game released for PC, XBox One.

- **Dirty Bomb**
  June 2015, *Splash Damage*
  Game released for PC.

- **Strike Suit Zero**
  Jan 2013, *Born Ready Games*
  Game released for PC, Xbox One, PS4.

- **All Zombies Must Die: Scorepocalypse**
  March 2012, *Doublesix games*
  Game released for PC.

- **All Zombies Must Die: Scorepocalypse**
  March 2012, *Doublesix games*
  Game released for PC.

- **Who Wants To Be A Millionaire 'Star Trek' DLC**
  February 2012, *Doublesix games*
  Pack released for Xbox 360 and PS3.

- **All Zombies Must Die**
  December 2011, *Doublesix games*
  Game released for Xbox 360 and PS3.

- **Who Wants To Be A Millionaire 'Southpark' DLC**
  November 2011, *Doublesix games*
  Pack released for Xbox 360 and PS3.

- **Fairytale Fights**
  October 2009, *Playlogic Game Factory*
  Game released for Xbox 360 and PS3.

- **PomPom Party**
  November 2008, *Playlogic Game Factory*
  Game released for playstation 2.

- **The Final Frontier**
  June 2008, *Mirage3D*
  24 minute Fulldome planetarium animation show.

Other Skills

Direct report coaching, Hiring Manager, First-Aider (5 years), languages (native Dutch, fluent English and elementary German)