

Objective

I started with game development quite a while ago around the age of 10 (1999). It was then when I first fired up Hammer (Half-Life 1 level editor). This was later followed by programs such as milkshape, and the level editor for Half life 2.

Since then I came a long way, learning various different software packages, scripting languages and gaining lots of experience in game development in general. Steadily increasing my interest for the technical side of things, how they work and how I can utilize this to improve pipelines and workflows. Of course all this goes hand in hand with developing an eye for detail and usability, how to make things look and work nice from a viewers or users perspective.

I hear industry artists occasionally say that with modeling the possibilities are endless! But now that I have become a technical artist I believe that these endless possibilities can also be achieved efficiently within realistic time frames!

Profile

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Portfolio: www.markverkerk.nl/portfolio.html

Education

2008
Course: **Robin Keijzer (Art director)**
Crash course Concept art
Creating visually attractive art

2005 - 2009
Course: **Grafisch Lyceum Rotterdam**
Animation & Game design
Animation/ audiovisual design
Graduated in 2009

2001 - 2005
Course: **Huygens Lyceum**
Voorbereidend Middelbaar
Beroeps Onderwijs
Graduated in 2005

Work experience

(most recent on top)

Born Ready Games Guildford, United Kingdom	10-2012/ Current 05-2012/10-2012	(Full Time - Technical artist) (Full Time - 3D artist)	Creating various art assets, visual effect and various pipeline optimisations
Double Six Guildford, United Kingdom	09-2010/ 05-2012	(Full Time - 3D artist)	Worked on 1 released title, 1 announced title and 2 DLC packs
Mirage3D The Hague, The Netherlands	06-2010/ 08-2010	(Freelance - 3D artist)	Creating various observatories for different Full Dome 3D shows.
Troubleshoot	06-2010	(Freelancer - 3D Game artist)	Character modeling and rigging for the troubleshoot project.
Retronamic Games São Paulo, Brazil	05-2010	(Freelancer - 3D game artist)	Remote optimizing and character skinning for an unannounced project.
Mirage3D The Hague, The Netherlands www.mirage3d.eu	03-2010/05-2010;	(Freelance - 3D technical artist)	Creating several complex animal rigs, along with their skinning. Utilizing various rigging methods depending on the given animal.
Playlogic Game Factory BV Breda, The Netherlands www.playlogic.nl	9-2009/ 3-2010 1-2009/ 4-2009 07-2008/ 1-2009	(Full Time - 3D artist) (Part Time - 3D artist) (Full Time Internship)	Creating 3D assets as a intern artist, utilizing the entire artist workflow. Modeling, texturing, rigging and skinning.
Mirage3D The Hague, The Netherlands www.mirage3d.eu	01-2008/ 06-2008;	(Full Time Internship)	Creating complex scenes and environments either solo and in teams for different Full Dome 3D shows.

Software experieece

Expert knowledge

3dsmax, Photoshop, Unreal 3 engine, Flash, Modeling and Texturing in general, Photoshop automation/ scripting (Javascript), MEL Script, MAX Script

Intermediate Knowledge

Shaders, Flash ActionScript 2, Lua, Maya, other Adobe packages

Basic Knowledge

Zbrush, Genetica, Filter Forge, Microsoft Office

Qualities

I am a hard working and modest person that works good under pressure, on both solo and team based assignments, always reaching the given deadlines and expectations.

I tend to always improve my abilities in computer graphics and my understandings of how things work and behave in either a real or a simulated environment. With this ever expanding experience and knowledge I can create objects and environments that will fit the given style and give constructive and helpful feedback to others that match any desired scope.

Vocabulary

Perfect understanding of the English and Dutch language, speaking and writing wise.

Hobbies

Traveling, Skiing, Fitness, Level Design, Scripting (javascript/ actionscript 2.0), 3D Modeling

Work achievements

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

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'All Zombies Must Die: Scoreocalypse'
Game released for PC.

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

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

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

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

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

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

Personal achievements

-Work featured, April 2010
My Texture exporting scripts are highlighted on the eat3d website.

-Award received, September 2009
'EUROPRIX Multimedia Awards' '09 Quality Seal awarded for my graduation project.

-Work featured, June 2009
Graduation project 'Realm of Synai' featured in 'Control' Magazine.

-Work featured, June 2005
Work shown in the "PC Gameplay" in a feature regarding the Half-Life 2 Western Revenge modification.

-Work featured, May 2005
The 'Huygens Lyceum Voorburg' used my cover drawing for the graduates photo album.