

# Resume

Sander Vereecken

LEVEL ARTIST / ENVIRONMENT ARTIST



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I am a skilled **environment artist** who likes to work on (team) projects to create something special. Raising the bar is what I'm all about. I am looking for a company that can help me fulfill my need to create new worlds. As a **level artist**, my main focus is on the visualization of environments. I comfortably employ a wide range of tools and techniques. My extensive experience as a level designer allows me to understand and create good visual guidance for environments.

## Skills:

- **Environment visualization:** I have an excellent understanding of object placement, scale, colors, relations between objects, post-process effects, particles and materials. As a creative individual I am able to play around with different styles and variations;
- **Modeling engines:** **3ds Max** and **Maya**. During Killzone Shadow Fall I worked with a modified version of Maya;
- **Game engines:** Experienced developer with **Unreal ED 1-4** and **UDK**. Intermediate with Battlefield 1942/2;
- **Programs:** **Adobe Photoshop**, **Ndo**, **Crazybump**, **Xnormal**, **Speedtree**, **Headus UVLayout**, **Perforce**, **TortoiseSVN**;
- **Light:** One of my specialties is the creation of a good natural scene with ambient light. Important to me is creating a match between the light in the environment and the sky/background.
- **Blueprint/kismet:** Intermediate at visual programming (cinematic, elevators, material transitions and more);
- **Particles:** Falling leaves, fire, smoke, flies and, waterfalls are just a few examples of what I can create;
- **Shaders:** A solid understanding of creating (dynamic) shaders. For example: materials that can simulate rain/snowfall and depending on the temperature there will be either the forming of water or ice;
- **Performance:** Breakdown environments into different areas so that objects can get culled or streamed; trying to create good looking particles with as few planes as possible; and comfortably scaling set dressing quality.

## Experience: (\* = Studio: Guerrilla-Games Amsterdam)

- **\* 2014-present -New IP:** Working on high/low poly modeling, texturing, baking, set dressing and doing research;
- **1999-present - Unreal Tournament series:** DM-Xiao and DM-Focus-SE are only two examples of the large number of environments that I have created for the various Unreal Tournament games;
- **\* 2014 - Killzone Shadow Fall Intercept(DLC):** Worked with a small team to create all the coop environments;
- **\* 2012-2013 - Killzone Shadow Fall:** I have worked on nearly all environments in the shipped game. I have taken on many different tasks during development of this title, including but not limited to: mock-up art, set dressing, polish, bug fixing, optimizing, UV's, applying shaders, creating BSP, play testing and giving feedback;
- **2008-2012 - Renegade-X:** "Islands", a multiplayer remake of the original C&C Renegade map; "Lakeside" (released with the standalone version of Renegade-X).
- **2009 - V-Step:** Internship. I was a beta tester for ship simulator software.
- **2008 - UT3DOM:** I made one map for this mod (DOM-Contrast);
- **2005 - CaptureTheFlag4:** I made one map for this Unreal Tournament 2004 mod (CTF4-AnubisResurrection);

## Education:

- **2009-2014** Bachelor of Multimedia: BMn, Communication & Multimedia Design. (NHL Hogeschool Leeuwarden)

## Awards:

- **Killzone Shadow Fall:** Various awards, including: best graphics (IGN), best shooter award (TGS2013);
- **DM-Xiao:** #5 Best Deathmatch map. (Make Something Unreal Contest (MSUC));
- **DM-Focus-SE / PE:** #Honorable Mention Best Graphics in map / Best use of physics. (MSUC);
- **Renegade-X(UT3mod):** #1 Best Machinema, (MSUC); #5 Best Released Player's Choice (MOTY 2009); #3 Best Upcoming Player's Choice (MOTY 2008); (**BlackDawn indie**): #2 Best Upcoming Player's Choice, (Indie DB 2011);
- **UT3DOM:** #3 Best mod Phase 1 (MSUC); #Best FPS mod Phase 4 Honorable Mention. (MSUC).

## Personal data:

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## References:

[kim.vanheest@guerrilla-games.com](mailto:kim.vanheest@guerrilla-games.com) (lead env art)

[arjan.bak@guerrilla-games.com](mailto:arjan.bak@guerrilla-games.com) (principal env art)

# Portfolio

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The following screenshots are from Killzone Shadow Fall and it's DLC Intercept.

## Killzone Shadow Fall

Killzone Shadow Fall: a science fiction first person shooter and launch title for the PS4.  
Contributed with: set dressing, BSP modeling, optimising, UV mapping, effects, bug fixing and more.



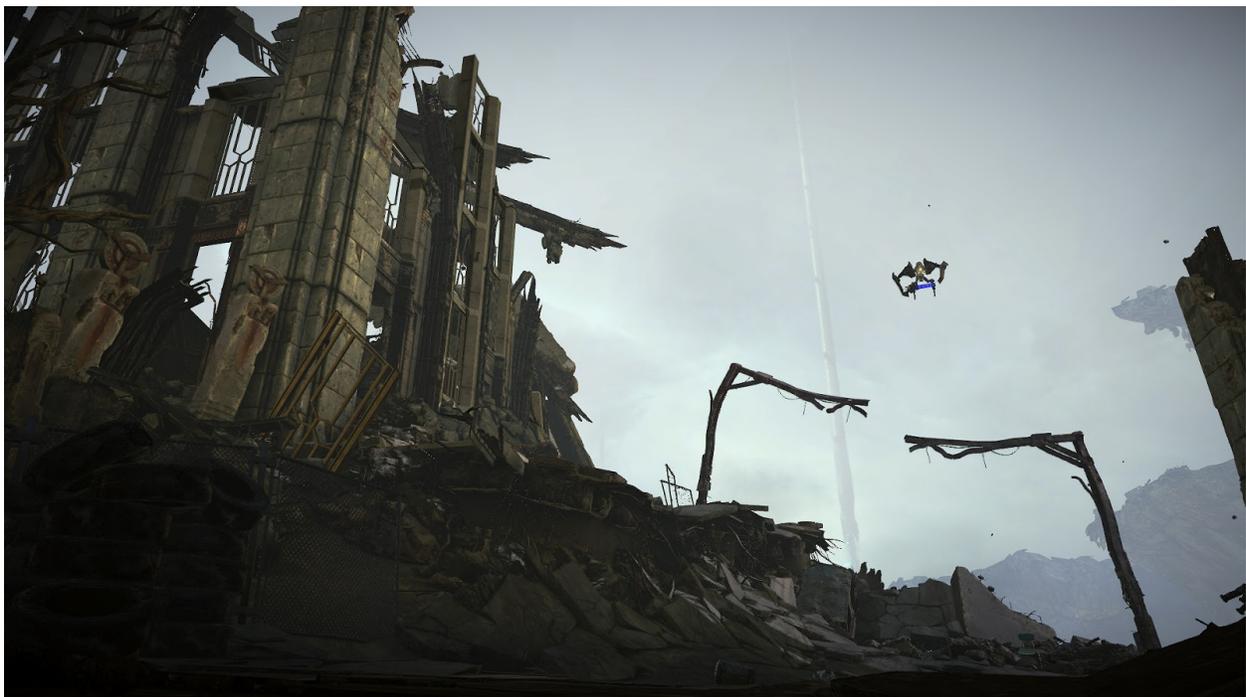
The pictured scene was almost entirely done by me. Processes involved include object placement, BSP, breaking up the floors to create layering, applying shaders and doing a dirt pass.



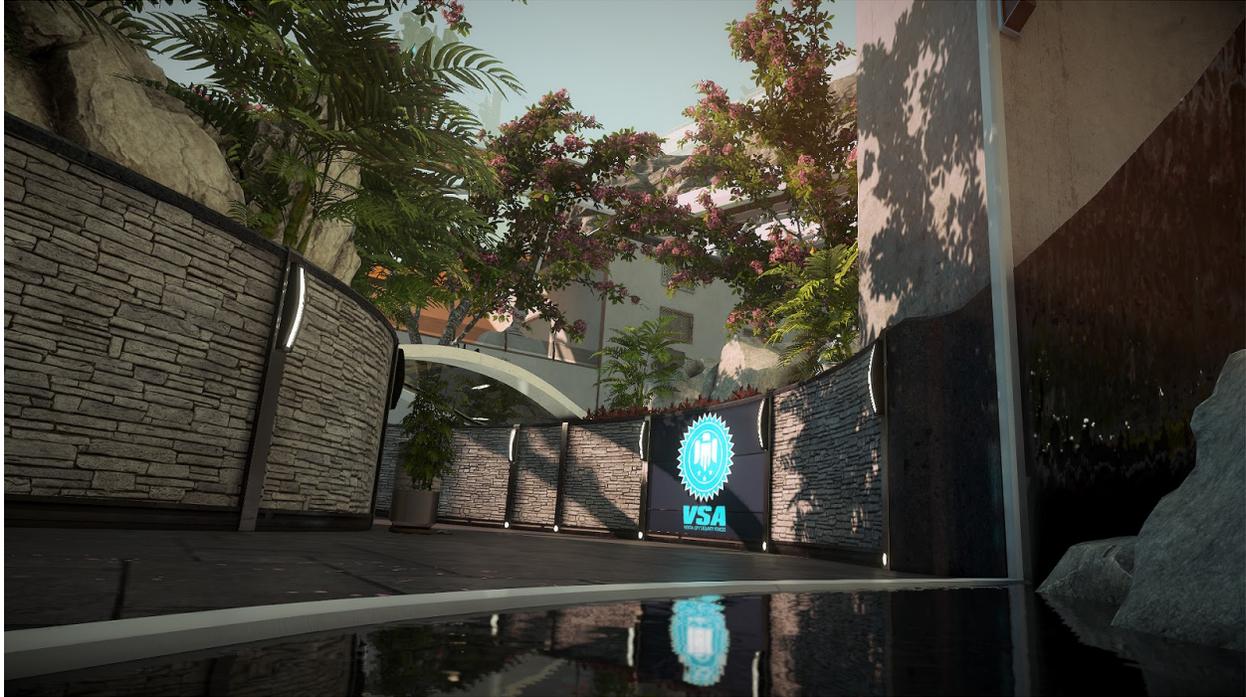
I did almost everything that can be seen on the above screenshot, including: object placement, BSP, placement of the pipes, applying shaders and doing a dirt pass.



Created an entire broken building with the focus being on the creation of torn off walls, floors and pillars. All of those parts have components corresponding to the objects, like barbed wire and pipes.



Created an entire broken down building with the focus being on the creation of torn off walls, floors and pillars. All of those parts have components corresponding to the objects, like barbed wire and pipes. (Created almost whole scene).



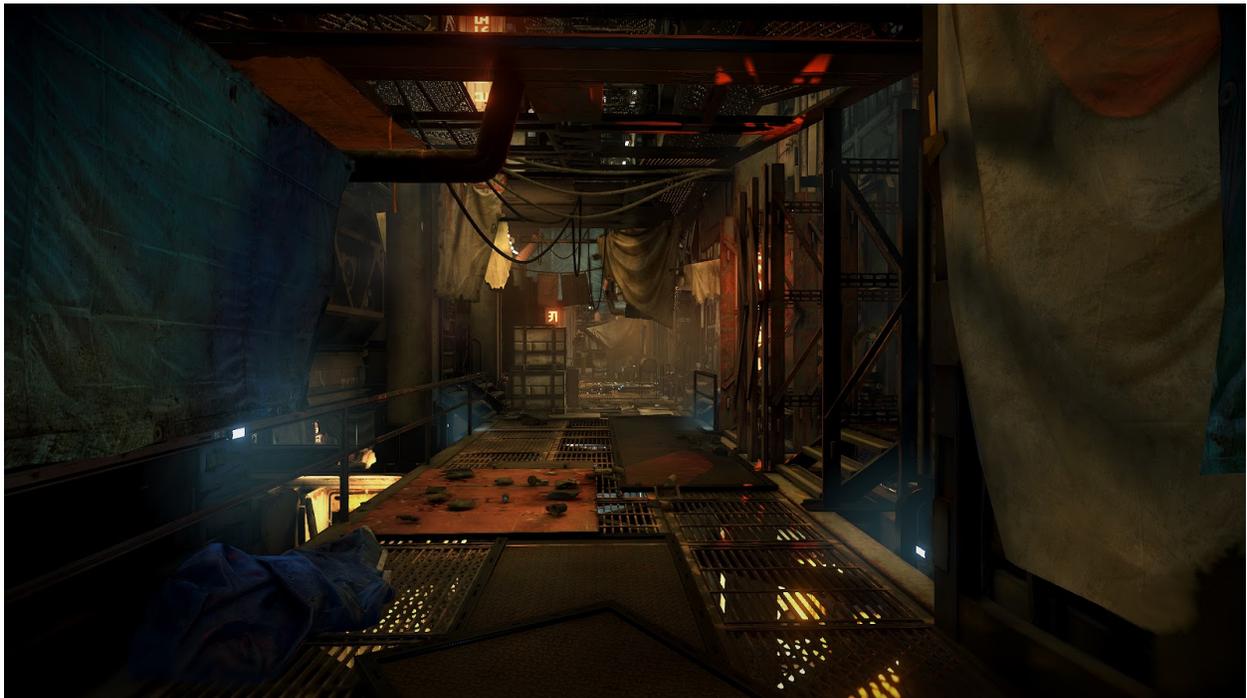
Sci-Fi environment with lots of curves, clean design and a lush garden. Created mainly using BSP.



Detailing the garden area, optimizing and working on the skybox are a few of the things I've done for this environment.



Creating a dirty lived-in world using vertex paint, grime sheets and rubble assets.



To create the feel of a slum city, I've helped with dressing the environment so that there are tons of tarps, planks and pipes that make up all the layering, in order to create a nice sense of depth.



Dressed up the train station so that it functions as a repair station with tools laying around.



For this space level I've done the majority of all the work, from the floating rubble to shaping both space ships.



This modern tower was designed with rotating floors in mind. So during creation it was important to take into account the fact that the building would spin. Polished in- and outside.



Worked together with the lighting artist to create interesting light setups by creating holes and placing debris.

## Killzone Shadow Fall Intercept

Killzone Shadow Fall Intercept is a downloadable content pack for Killzone Shadow Fall. It's a horde mode game type with ten custom maps that is meant to be played co-op.

Contributed with: set dressing, BSP modeling, optimising, UV mapping, effects, bug fixing & more.



For the co-op levels communication is important, so I work with landmark visuals like the tent shape in this picture. I did all the dressing on this area.



Art direction wanted you to feel like you are in the middle of a city, so I've created different building going from high to low detail. Leaving in enough gaps to create a sense of depth and scale.



Optimized and improved the tech facility in the back while having done all the set dressing in the foreground.



Worked closely with design to create visual blockers to guide the player to battle. Leaving the main paths dirt free will help players to follow a path.



Helped out with creating that natural look.



I gave the level a overgrown pass and did most of the work on the terrain.

## Contact

Thanks for taking the time to go through my portfolio and I hope to hear from you soon.  
Contact me about job opportunities, questions and more.

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