



Personal information

Name	Tom Ivens
Date of birth	27/03/1986
Nationality	Belgian
Current residence	Beveren-Waas, Belgium
Languages	Dutch (mother tongue), English (fluent)
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Experience

2015	Environment art internship @ Black Forest Games http://www.black-forest-games.com/
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Studies

2009-2015	Digital Arts & Entertainment, University College of West Flanders
1998-2005	Industrial maintenance, GTI Beveren-Waas

Skills

Environment art

- Building detailed environments, using the landscaping tools, BSPs and imported custom assets.
- Create complex shaders and set up master materials using the material editor.
- A good understanding of the Legacy shading workflow and PBR workflow.
- Creating particle effects using several tools including Unreal Cascade, Unity's Shuriken and CryEngine's particle editor.
- Optimizing levels with LODs and Level Streaming.
- A good eye for composition and using lighting, atmosphere and color accordingly.

Asset creation

Complete and thorough knowledge of high-poly to low-poly workflow, including:

- Both sub-d modeling and high-poly sculpting.
- Experienced in unwrapping, baking and texturing.
- Creating LODs, custom collisions and lightmaps.

Programming and scripting

Ability to code in C++ and C#.

Experience with HLSL shaders.

Knowledge to create and adapt 3ds Max Scripts.

Software

- Unreal Engine 4
- UDK
- Cry Engine 3
- Unity
- 3ds Max
- Zbrush
- Mudbox
- Photoshop

Personal goals

Become one of the greats, satisfying my creative hunger and be on the forefront of the industry, creating memorable games.

Personal interests

Environment art, 3D art and level design have been my some of my core hobbies since I got my hands on Valve's Hammer sdk.

Creating fun (and often ridiculous) maps for Lan parties is something I enjoy quite a bit. I can lose myself in anything creative, being it cooking, editing, movement, etc.

A large part of my spare time is invested in movement. Snowboarding, canyoning, boxing, are just a couple of sports i really enjoy.