

Maykel Boes

3D & Technical Artist

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ID

Name: Maykel Boes
Date of Birth: 12 May 1986
Nationality: Dutch
Residence: Breda, The Netherlands
Languages: Fluent Dutch & English, Basic German
Degree: Bachelor of Engineering in Game Architecture and Design
Interests/Hobbies: Games, Movies, Documentaries, Fitness, Paint and assemble model kits

Studies

- International Game Architecture and Design** 2006 - 2011
NHTV University of Applied Sciences, Breda, The Netherlands
- Specialization: Fluid Dynamics in Houdini
 - Dissertation: Dynamic Fracturing by Particle Fluids in Houdini
 - Graduation: Short Cinematic in Houdini involving Fluids and Rigid Body Dynamics
- Computer Science** 2004 - 2006
Saxion Hogeschool, Enschede, The Netherlands
- Not finished due to changing study
- HAVO Nature & Technology** 1998 - 2004
Het Assink Lyceum, Neede/Haaksbergen, The Netherlands
- Extra course in Computer Science

Experience

- Freelance Special Effects Artist** Feb 2012 - Mar 2012
Dreamfire Games, London, United Kingdom
- Project: Monsters vs Pirates
 - Responsibilities: Special Effects for an iOS tower defense game
- 3D Artist** Jun 2010 - Mar 2012
VSTEP, Rotterdam, The Netherlands
- Projects: Ship Simulator Extremes (SSE), SSE Fishing Trawler Sigita DLC, SSE Ferry Pack, SSE Harbour Pilot DLC, Eye Observe, RescueSim Schiphol
 - Responsibilities: Asset and environment modeling, character animation and mission design/creation for several projects
- 3D Artist Internship** Feb 2010 - Jun 2010
VSTEP, Rotterdam, The Netherlands
- Projects: Feuerwehr Simulator 2010 Patch, Ship Simulator Extremes
 - Responsibilities: Asset and environment modeling, character animation and mission design/creation for several projects

Junior Game Tester

Jun 2009 - Aug 2009

Playlogic Game Factory, Breda, The Netherlands

- Project: Fairytale Fights
- Responsibilities: Functionality testing, compliance testing, localization testing, soak testing, alpha/beta testing, regression testing, load testing and multiplayer testing

Skills

- 2D experience includes texturing in Photoshop and compositing in After Effects
- 3D experience includes (procedural) modeling, rigging and animation in Maya, 3DS Max, Softimage, ZBrush and Houdini
- Effects experience includes particles, rigid body dynamics and fluids in Houdini and UDK
- General scripting knowledge of MEL, UnrealScript, ActionScript, C++ and Java
- Experience working with UDK, Unity, Ogre and Quest3D engines
- Experience working in a game environment
- Fast Learner

Recommendations

Pjotr van Schothorst, CTO and co-founder at VSTEP

"Maykel first did an internship with VSTEP, and was subsequently hired by us to continue on the great work he was doing here. He is a technical artist with a variety of skills, ranging from 3D modeling to level design to mission creation/programming. Maykel works fast and effective, independent, communicates well, is easy to work with. When we acquire enough new business, I will try to hire him back on the team." *June 1, 2012*

Nicholas Bellerophon, Managing and Creative Director at Dreamfire Games

"Maykel is a good guy who knows what he's doing and delivers quality work. I highly recommend him." *May 29, 2012*

Frank Dolmans, Chief Marketing Officer at VSTEP

"Maykel is a creative and hard working 3D Artist and overall nice guy that delivers nice content and gets things done within the determined timeframe. Being prolific in a lot of software and 3D graphical design packages meant Maykel was a much called upon artist that knows his work and gets the job done on time. I can recommend Maykel to anyone looking for a talented artist/ animator." *April 19, 2012*

Ben Borrie, Lead Artist / Outsourcing Manager at VSTEP

"Maykel completed a 5 month Internship at VSTEP – During his time with us he demonstrated a high level of capability across a broad range of tasks (character modelling in z-brush, prop creation, scripting and environment creation). I found Maykel to be sincere, self motivated, a fast learner and generally very easy to work with. I wouldn't hesitate to recommend Maykel to any prospective employer." *February 10, 2011*

These recommendations can be verified on LinkedIn: www.linkedin.com/in/maykelboes