

Niels Vaes

Technical Artist, Rigger, Scripter

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Feel free to contact me for further information

EXPERIENCE

Natural Motion Games, London, UK. — Freelance Technical Animator

June 2015 - PRESENT

Pipeline improvement and setup, rigging and skinning, tools programming

LuGus Studios, Genk, Belgium — Technical Artist

February 2013 - May 2015

Rigging, skinning, pipeline setup, Unity programming, modeling

Niceberg Studios, Genk, Belgium — Animator

November 2013 - March 2014

Junior creature animator.

PROJECTS

Dawn of Titans — iOS, Android

Responsible for the lion's share of rigging and skinning of all the titans in the game. Worked extensively on improving and optimizing the animation pipeline. Did a lot of programming in Python and Lua for standalone, Maya and Morpheme tools.

LiftOff — PC

I did the modeling, programming and level design for the initial prototype that caught the attention of ImmersionRC. After production started on the game I did the rigging and skinning of the characters.

Order of Battle: Pacific — PC

As a freelancer I did all the rigging, skinning and animating every infantry unit in the game.

3D

Maya

Morpheme

Motionbuilder

Unity

Unreal Engine 4

Zbrush

PROGRAMMING

Python

C#

Lua

MEL

OTHER

Photoshop

Substance Painter

Substance Designer

