

JULIEN HEIJMANS

94, Rue de Bomel
5000 Namur
Belgium

Date of birth: 05.06.1986

Phone. +32 (0)81 42 10 44

Cellphone. +32 (0)472 67 59 41

Julien.h1@gmail.com

Portfolio: <http://www.ng-aniki.be>



EDUCATION AND TRAINING:

- 2008 Bachelor's diploma in graphics design. (With Distinction)
Haute Ecole Albert Jacquard. - <http://www.infographie-sup.be>
(Namur – Belgium)
- 2005-2008 Bachelor studies in graphics design specialised in video games.
Haute Ecole Albert Jacquard. - <http://www.infographie-sup.be>
(Namur – Belgium)
- 2005-2005 A 2 week course in computer graphics (3D), in a Discreet agreed Center.
<http://http://www.discreetcenter.com/>
(Hornu – Belgium)
- 2004-2005 Bachelor studies in Computer Science.
Université Libre de Bruxelles.
(Brussels – Belgium)

WORK EXPERIENCE:

- 2008 - ... Researchlink.
Maintenance informatique - Opérateur téléphonique..
- 2008 - ... WarmGun (Unreal Tournament 3 Mod) – <http://www.warmgun.ca>.
3D Artist (Environnement prop/weapons modeling and texturing).
- 2007-2008 Widescreen Games – video-games studio – Lyon – <http://www.wsg.fr/>.
3 Months as trainee 3D artist.
Modeling and texturing of environnement assets, for an Unreal Engine 3 game.
- 2005 Julien Michiels – Garden Architect.
Webdesigner.
- 2004 ResearchLink SPRL, Rue d'Anderlues, 28 6530 Thuin.
Webdesigner.
- 2002-2004 Smartoys – Video Games store. (<http://www.smarttoys.be>)
Salesman - Student Job.

LANGUAGES:

- French (Native language).
- English (Fluent).
- Dutch (Basis).

SKILLS:

3D

- 3DsMax v7,v9 (Poly Modeling, LowPoly, UVW, Setuping, Skinning, Bones/Biped/Vertex animating, Basic lights uses)
- Maya v7,v8.5, 2008 (Poly Modeling, LowPoly, UVW, Setuping, Skinning, Bones/Vertex animating)
- Mudbox (NormalMap Creation and Exportation)
- ZBrush3 (NormalMap creation - Exportation)
- CrazyBump (NormalMap creation using material textures and textures made with photoshop)
- Faogen (Ambiant occlusion texture creation and vertex color baking)
- UnrealEngine3 (Ressource importation [collision importation or creation - shadow-map use])
(Shader an instance shader creation - Basic or complex [Animated, mask uses,...])
(Basic Kismet and Matinee uses, Particle Editor)
- WorldCraft/Hammer Editor (Basic knowledges)

2D:

- Photoshop CS,CS2,CS3 (Texture création, Basic Lighting, NormalMap edition/creation, Basic Painting skills)
- Basic drawing skills
- Taking photos for texture uses or for references

Web:

- DreamWeaver (basic user)
- Flash (basic user)
- Ftp Client/Server uses

Programming:

- Good comprehension in: C++, LUA, Javascript, Html, Php
- Ability to adapt my 3D ressources to the code (Animation, object names, ..), or the code to my ressources if necessary.
- Those knowledges allow me to understand how the system works and the limitations/capacity which come with it

Other:

- Good understanding of the limitations that come with real-time productions
- Quick/Self learning
- Able to easily search documentation and information on the web
- Ability to meet deadlines
- Ability to quickly adapt to new tools