HANNES DELBEKE

ABOUT

Technical Artist with 5 years of experience in the game industry.
- Experience with all stages of production
- Script custom tools in Maya, Max, Unity
- Released 2 personal games on Steam
- Experience in both AAA and mobile

Specializing in pipeline optimization (python in maya) and a appreciation for nodebased software

CONTACT

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SOFTWARE

Unity	+++
Adobe Photoshop	+++
Autodesk Maya	+++
Autodesk 3D Studio Max	+++
Zbrush	++
Xnormal	++
Worldmachine	++
3D Coat	+
Unreal Engine 4	+

LANGUAGES

Python	+++
Pymel	+++
OpenMaya (Maya API)	++
Maxscript	++
JavaScript	++
C#	++
Mel	++
Lua	++
HLSL	+

EXPERIENCE   2013-2018

TECHNICAL ARTIST
Microsoft Rare   Apr 2017 - Current   Python, Maya

Worked on the clothing pipeline for the AAA Xbox title "Sea of Thieves".
- Optimized and redesigned the lodding for the character art pipeline
- Added automated scenechecks & fixes that saved artists a lot of time.

Created new and supported existing tools for artists in Maya using Python, Pymel and OpenMaya.

Created a tool to auto rig simple props, and transfer rigs between props

After release of Sea of Thieves I assisted in development of the new tooling API together with the techart team.

ARTIST (GENERALIST)
Freejam   Jan 2015 - Apr 2017   Unity, Maya, World Machine

Worked on the free-to-play title Robocraft in Unity.

Optimised shaders in shaderforge (node-based) and HLSL

Managed the development of several maps providing concept art, terrain generation, lighting, collision, and technical limits to the other artists. Reported to the Art director and lead level designer.

In charge of art and implementation of the UX for the lootcrates using Playmaker in Unity to handle all logic for the animation states, crate types, and material swapping based on graphics quality. When released this greatly improved company revenue.

Assisted the VFX artist with shaders, particles & materials.

Unity debugging & troubleshooting with instructions from the CTO.

Created and optimized ingame assets and collisions.

Created the core assets (base and tower) and reworked all maps for the new Battle Arena Gamemode. Provided updates for the live build based on feedback from the AD.

OTHER EXPERIENCE

2015 Jan	Freelance rigger	Teotl studios
2014 Dec	Prototype Content Designer	Gaming Corps
2014 Jun - Dec	Junior 3D Artist	Gaming Corps
2013 Feb - Jun	Technical Artist intern	The Gamebakers
2013 Apr	Freelance Artist	Exosyphen studios
2012 Jul - Aug	Volunteer gamedev teacher	Jeugdwerknet

EDUCATION

2013 - 2014	Higher Vocational Eduction - 3D Graphics
2010 - 2013	Bachelor Digital Arts & Entertainment
2011 - 2012	Storyboarding & comics - Art Academy (weekends)
2004 - 2010	Secondary degree Science and Math
2004 - 2010	Traditional Art - Art Academy (weekends)