

Wouter Weynants

Technical Artist & 3D Generalist

www.wouterweynants.com - contact@wouterweynants.com - 0494877199

Education

2013-2017

BA, Digital Arts & Entertainment: Game Graphics Production

Practical and theoretical coursework covered: Applied maths and physics, realtime rigging and FX, 3D/2D AAA high and low poly asset production, level editing and decoration, programming, scripting, ...

Experience

Aug 2017 – Oct 2017

Designer I BUMP, Antwerp, Belgium

(3 months)

Bump is a full service design agency connecting the dots between interior design, technology, interactive media and marketing by establishing augmented environments with refreshing customer experiences.

VR/AR/Mixed reality content creation for live TV broadcasts for a local TV network and Physical/digital interactive experiences.

www.bump.nu

Feb 2017 – Jul 2017

Student Intern Designer I BUMP, Antwerp, Belgium

(6 Months)

As final part of my education I took on an internship at BUMP. I worked on

- Interactive architectural visualizations in UE4
- VR architectural visualizations in UE4
- Escape room development and research
- Design and development of networked multiplayer mixed reality experiences in Unity
- Research of Unreal Engine's visual capabilities

*"Wouter turned out to be a great intern and an asset for our company!
During his time at bump he proved to be a sharp and creative brain.
He masters all the necessary skillsets to take a project succesfully from
start to finish. He is always eager to learn new things and communicates
in an open and mature way. We believe Wouter has a promising
professional career ahead of him."*

-Koen Huyghe

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Main Skills

- **Scripting & Visual Programming**
 - Maxscript
 - C++
 - C#
 - Highly adaptable and willing to learn more languages
- **Unreal Engine 4**
 - Complex shader creation
 - Materials & material instances
 - Blueprinting
 - Lighting
 - Level decoration
 - UI
 - Lightmass baking
 - Animation implementation
 - Post processing and color grading
 - Cinematics
 - VR and mixed reality
 - Particle effects
 - ArchViz
- **Advanced Rigging & Basic Animation**
 - 3ds Max
- **Software**
 - Substance Painter
 - Substance Designer
 - Unity
 - Adobe Photoshop
 - Adobe After Effects
 - Ableton Live
- **Public Speaking**
 - Capable of keeping an audience engaged
 - Can talk in front of large groups
 - Would love to teach or lead workshops in the future
- **Extras**
 - Eye for detail and design
 - Passionate about cinematography
 - Interest in architecture and interior design