

Curriculum Vitae

Personal information

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Born: Sint-Niklaas, February 28th 1989

Nationality: Belgian



Goal

To gain knowledge and experience in the fields of Three and Two Dimensional art, Programming of Tools and Large Scale Software, and Traditional and Conceptual art with the ultimate purpose of functioning within a Game Company or related as a High Level Employee.

Profile

- Extremely Motivated, Fast and Eager Worker.
- Fast Learner and always looking to expand my knowledge on any subject.
- Open to Critique and capable of Criticizing others.
- Problem Solving attitude and willing to take part in All Kinds of Projects.
- Interested in the Intricate Workings of all things.
- Well Read and Cultured individual.

Education

2011 – 2013: Bachelor Digital Arts and Entertainment, Game Dev. track
(TBD)
Vlaamse Autonome Hogeschool, HoWest (Kortrijk)

2008 – 2011: Bachelor Digital Arts and Entertainment, 3D Arts track
(Cum Laude / With Honours)
Vlaamse Autonome Hogeschool, HoWest (Kortrijk)

2004 – 2007: High school / Secondary school (Bookkeeping and Informatics)
Certificate of Basic Knowledge of Business Management gained.
Graduated (Year 4 - 6)

2001 – 2004: High school / Secondary school (Humaniora Eco.B)
Changed to Bookkeeping and Informatics (Year 1 - 3)

Experience

Internships:
2011:

DAE Studios / Daedalus (Final Semester) in team of 6

- **Assignment:**
Multiple Projects. Primary Project was a Movie Project. Tasks during this project were the creation of vehicles, Shader Development, Post-Processing and Audio. Other Projects include Product Visualization, Game Design and Development, 3D Sculpting and Conceptual Design, Physics Simulation of the Destruction of an existing building.
- **Software:**
[Autodesk 3DS Max](#), [Adobe Premiere](#), [Adobe After Effects](#), [Adobe Photoshop](#), [Adobe Illustrator](#), [Adobe Soundbooth](#), [ZBrush](#).

Other Jobs:

2012:

3D Square / DAE Studios / Daedalus (Vacation) solo project

- **Assignment:**
Java Programming of a Server/Client platform with the purpose of handling Network Communication between various Clients. Java Programming of test Software to handle requests sent via aforementioned Platform. 3-Dimensional Representation of Communication between server and clients.
- **Software:**
[Adobe](#) Photoshop, [Autodesk](#) 3DS Max, Render Monkey, Netbeans, jMonkeyEngine, Perforce.

School Projects:

2012:

Solo Project (Cross-Platform)

- **Assignment:**
Programming of a Win32 3D engine and subsequent Modification for Cross-Platform (Playstation 3) appliance.
- **Software:**
[Microsoft](#) Visual Studio, Perforce
- **Languages:**
C++ (Win32, DirectX, OpenGL, PS3), OpenGL (Shader), HLSL (Shader)
- **Platforms:**
[Microsoft](#) Windows (Win32), [Sony](#) Playstation 3 (Development Model)

2011:

Project in team of 8 (Sky-Soldiers: Nominee, Talent Factory 2011)

- **Assignment:**
Complete (Inception to Finished Product) development of a First-Person Shooter in UDK (Multiplayer).
- **Role:**
Conceptual development of In-Game Weapons and subsequent modelling, texturing, rigging, animating and incorporating of Weapons.
- **Software:**
[Adobe](#) Photoshop, [Adobe](#) Soundbooth, [Autodesk](#) 3DS Max, [Epic](#) UDK
- **Languages:**
UnrealScript

2010:

Project in team of 4 (POMANA: Semi-Finalist, ImagineCup 2010)

- **Assignment:**
Complete (Inception to Finished Product) development of a Game for the ImagineCup.
- **Role:**
Assistant 3D/2D Artist (Assets and Level), Sound Effects, Writer, Public Relations
- **Software:**
[Adobe](#) Photoshop, [Adobe](#) Soundbooth, [Autodesk](#) 3DS Max, [Microsoft](#) Word

2009:

Project in team of 3 (Oscar-Go)

- **Assignment:**
Complete (Inception to Finished Product) development of an Educational Game (Healthy Food).
- **Role:**
Lead 2D Artist (Sprite Sheets), Voice Actor, Sound Effects, Writer
- **Software:**
[Adobe](#) Photoshop, [Adobe](#) Premiere, [Adobe](#) Soundbooth, [Adobe](#) Flash, [GraphicsGale](#), [Microsoft](#) Word

Papers:

2012:

Paper on Game Design and Visual Philosophy of Beyond Good and Evil

2010:

Paper on the Analysis of the User Interface of Bioshock 2

Knowledge, Skills and Software

Programming and Coding:

- ANSI C / C++ (Win32, Playstation 3)
- C#
- Java
- UnrealScript
- HLSL
- OpenGL
- MaxScript
- XAML
- XML
- SQL

Platform:

- [Microsoft](#) Win32
- [Sony](#) Playstation 3

Graphics:

- [Nvidia](#) DirectX
- OpenGL

Physics:

- [NVidia](#) PhysX

Web:

- Html
- Css
- Javascript

Software:

- [Adobe](#) Photoshop, Soundbooth, Premiere, After Effects, Flash, Illustrator
- [Autodesk](#) 3DS Max, Mudbox
- [Microsoft](#) Word, Excel, Access, Powerpoint, Publisher, Visual Studio, Visual C#, Visual C++
- [Eyeon](#) Fusion
- Blender, ZBrush
- PFTrack
- Netbeans
- Perforce, DropBox
- UDK, Cryengine 2, jMonkeyEngine
- GraphicsGale
- Roadkill

Languages:

- Dutch *Native*
- English *Bilingual Proficiency*
- French *Basic*
- German *Sub-Basic*

Awards

Team:

Best Art Design [Intel](#) Level Up 2010 (**POMANA**)