

Personal Details

Name	Trevor van Hoof
Born in	1990 at the 11th of September
Nationality	Dutch
Email	trevor@vanhoofnet.nl
Residence	Tilburg, The Netherlands

Work

2010 – 2011 at the ICT professionals, Eindhoven

Combined with the same work as before at the same company (see below) I did Flash programming for online games.

2009 - 2010 at the ICT professionals, Eindhoven

I worked part time as 3D artist and did asset and interface modeling as well as rigging, lighting and rendering.

Education

2007 - Present at NHTV, Breda

International Game Architecture and Design (Visual Art)

2003 - 2007 at College de Heemlanden, Houten

HAVO (Dutch high school)

*Experience***3D applications**

Autodesk Maya

Pixologic ZBrush

SideFX Houdini

xNormal

3D Coat

KiNect based motioncapture

2D applications

Adobe flash (including Actionscript)

The Foundry – Nuke

Adobe photoshop & Corel Paint shop pro

Autodesk composite

Engines

Unreal Development Kit (art & shader pipelines)

Ogre3D art pipeline

Other

Clear communicative documentation
Web development

Abilities & interests

Tool design & scripting in Maya MEL & Python
Rigging & animation
Pipeline design & development
Visual (production) design & prototyping
Environment & asset modeling, sculpting
Broad technical knowledge & interest, quick learning

Current studies

Dynamic procedural asset generation in maya
Maya python API
C++/C#/OpenGL