

Curriculum Vitae

Personal details

Name	Trevor van Hoof
Birth date	11 th of September, 1990
Nationality	Dutch
Email	trevor.vhoof@gmail.com
Residence	Tilburg, The Netherlands
Languages	English, Dutch

Work

Late 2013 at Codeglue, Rotterdam, NL

I was hired to develop a 2.5D mobile game in Unity3D and created core gameplay as well as tools to easily build the game with multiple skins.

Feb 2012 - Jun 2012 at Guerrilla Games (internship), Amsterdam, NL

I was an intern in the tech art department and worked on several plugins and tools for Maya using Python and Maya's Python API.

2010 - 2011 at The ICT Professionals, Eindhoven, NL

I as an intern learned and applied Flash actionscript 3 programming combined with content assembly, 3D interface design, modeling and rendering for online games and was later hired to continue doing so

2009 - 2010 at The ICT Professionals, Eindhoven, NL

Part-time, prop modeling, rigging, lighting and rendering.

Education

2007 - 2013 at NHTV Breda, NL

International Game Architecture and Design (Visual art)

2003 - 2007 at College de Heemlanden, Houten, NL

HAVO (Dutch high school)

Experience

Python (Standalone, PyQt/PySide and for Autodesk Maya)
Unity 3D (C#, NGUI, modeling packages to Unity pipeline)
WebGL & Javascript UI programming
HLSL shaders in Unity3D & FxComposer

Abilities

Broad technical knowledge & interest
Pipeline design & development
Quick learning & research abilities