

# josalcaen

technical artist



## contact

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## languages

Dutch *Native*  
English *Fluent*  
French *Notions*

## programming

♥ Python  
Maxscript, C#, C++,  
JavaScript,  
PHP, CSS, HTML

## personal profile

Technical artist working at Splash Damage. Gained experience while working on *Gears of War: Ultimate Edition*, *Horizon Zero Dawn* and *Killzone Shadow Fall*. Eager to improve skills, adaptable and ready for a challenge.

## experience

- 2015 - ... **Splash Damage** London, United Kingdom  
*Technical Artist*  
Gears of War: Ultimate Edition
- Scripts and tools (*Maxscript, Maya python, C#*)
  - MP Performance (*60fps*)
- 2014 **Guerrilla Games** Amsterdam, The Netherlands  
*Junior Technical Artist*  
Horizon Zero Dawn
- Asset art pipeline tools - Buildingblock Exporter (*Python, PyQt*)
  - Maya API - Drawing in VP2, Shader nodes (*C++*)
- 2013 **Guerrilla Games** Amsterdam, The Netherlands  
*Inhouse Freelance Technical Artist*  
Killzone Shadow Fall
- Maya tools - Custom Maya shelf system
- 2013 **Guerrilla Games** Amsterdam, The Netherlands  
*Intern Technical Artist*
- Maya tools - Asset integration tool, LOD editing tool.
  - Base classes (settings, base PyQt window).
- 2012 **Spano** Oostrozebeke, Belgium  
*Summer job – Programming*  
Programming Ipad applications.
- 2011 **SpanoTech** Kortrijk, Belgium  
*Summer job – 3D / Programming*  
Visualisation of products & Unity modelviewer.

## skills

- +++ **Autodesk Maya** Scripting, modelling  
Python, PyQt, Maya API (Python, C++), MEL
- +++ **UDK Editor** Editing, pipeline, level creation
- +++ **Autodesk 3ds Max** Scripting, modelling, rigging, animating, rendering  
Maxscript, dotnet, C#
- ++ **Unity 3D** Coding, pipeline, level creation  
C# coding, javascript
- ++ **XCode** Coding, design  
Objective-C

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++	<b>Adobe After-Effects, Adobe Premiere, Adobe Soundbooth</b> Javascript	Editing
++	<b>Web</b> HTML, CSS, PHP, mySQL, JavaScript	Coding, design

## education

2009–2012	<b>Bachelor</b> Digital Arts & Entertainment	Howest, Belgium
2002–2009	<b>Secondary school</b> Science Mathematics	Spes Nostra, Belgium

## awards

2013	<b>Runners up</b> Runners Up Award at Brains Eden game festival for the game Storm Brothers.	Brains Eden, Cambridge
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## projects

2016	<b>Unannounced Project</b>	Splash Damage
2015	<b>Gears of War: Ultimate Edition</b> FPS, Remake of the first Gears of War	Splash Damage
2014	<b>Horizon Zero Dawn</b> Action Role-Playing Game for PS4	Guerrilla Games, Sony Computer Entertainment
2014	<b>Killzone Shadow Fall</b> FPS AAA game for PS4	Guerrilla Games, Sony Computer Entertainment
2013	<b>Storm Brothers</b> Game made at the Brains Eden game jam in 48 hours in a team of 6 students.	Game jam project
2012	<b>PowerCore</b> Small game created with XNA in a team of 4 students.	Student project
2012	<b>Edudrive</b> Small game created in a team of 4 students for the Microsoft Imagine Cup 2012.	Student project
2011	<b>Contrivance</b> Small game created in UDK in a team of 5 students.	Student project