

Résumé

Name: Callebaut Vincent
Date of Birth: 06-04-1990
Nationality: Belgian
Contact: vincentcallebaut@hotmail.com
Driving licence: yes

Languages:

- Dutch (mother tongue),
- English (good),
- French (basic)
- German (elementary knowledge)

Studies:

- 2008-2011: Digital arts and entertainment (Major Game Development)
University College of West Flanders
- 2005-2008: Graphical Science
VISO (Ghent)
- 2002-2005: Sports and Science
Mariagaard (Wetteren)

Software:

- Autodesk 3ds Max
- V-Ray
- Autodesk Mudbox
- Autodesk Combustion
- Adobe Photoshop
- Basic knowledge of the Unreal Development Kit
- Basic knowledge of the CryEngine
- Visual Studio

Skills:

- Low- & High-poly modeling
- UVW's, Texturing
- C++ (STL, coding standards, DirectX, OpenGL)
- C#
- Javascript

Experience:

- Internship as 3D Artist at Kytotonn Games in Paris (February till June 2011). I had to lit, texture and render scenes using V-Ray. I was also responsible for parts of the GUI's.
- First prize in the Intel Level-Up 2010 competition "Best Game for a Laptop" and "Best Sound Design", with our game Symbiosis. I was responsible for programming the animation and particles.
For our demo see: <http://www.youtube.com/watch?v=dgHq9EUIDeU>.
- Semi-finals in Microsoft Imagine Cup 2010, with the game Symbiosis.