

Curriculum Vitae

Personal details

NAME: Vincent Callebaut
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BIRTH DATE AND PLACE: April 6, 1990, Ghent, Belgium
NATIONALITY: Belgian
LANGUAGES: Dutch (mother tongue), English (excellent), French (basic), German (basic)

Shipped titles

- GTA V (PS4, Xbox One, PC) - November 2014
- GTA V (PS3, Xbox360) - September 2013

Work experience

- Rockstar North
 - [January 2017 - Present] : Technical Artist
Responsible for creating tools for the environment artists. Using MAXScript and C#.
 - [June 2015 - January 2017] : Junior Technical Artist
Responsible for creating tools for the environment artists. Using MAXScript and C#.
 - [February 2012 - May 2015] : Art Development Assistant
Responsible for LODs, collision, optimizing art work and general bug fixing in the map.
- Kylotonn Games
 - [February 2011 - June 2011] : 3D Artist
Internship as 3D Artist at Kytotonn Games in Paris. I had to lit, texture and render scenes using V-Ray. I was also responsible for parts of the GUIs.

Skills

- C# (WinForms, WPF)
- C++ (STL, coding standards, DirectX, OpenGL)
- MAXScript
- Javascript
- Low- & High-poly modeling
- UVWs, Texturing (PBR workflow)

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

Education

- [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)

Awards

- Best Game for a Laptop, first prize in the Intel Level-Up 2010 competition
with our game Symbiosis. I was responsible for programming the animation and particles.
- Best Sound Design, first prize in the Intel Level-Up 2010 competition
with our game Symbiosis.
- Semi-finals, Microsoft Imagine Cup 2010
with our game Symbiosis.