PERSONAL INFORMATION

Niels Larkin van Wieringen (B.Sc.)

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Sex Male | Date of birth 28/02/1984 | Nationality Dutch

CURRENT POSITION

Senior 3D Artist

WORK EXPERIENCE

Nov 2011 - Current

Senior 3D Artist

E-Semble

▪ Responsible for the creation of 3D models and environments for real time rendering in XVR products. Responsible for product technology improvements regarding the 3D engine and visual presentation versus performance.

Business or sector : Game Industry / IT

Aug 2010 - Jun 2011

Project Manager

Bouwcheque V.O.F.

▪ Responsible for the new website and adjacent CMS, and the outsourcing of production regarding the automation of various computer systems.

Business or sector : IT

Jun 2007 – Aug 2010

Lead 3D Artist

Playlogic Game Factory B.V.

▪ Graphical artist (first 3D artist and then followed up by Lead 3D artist) at a big game company developing for game consoles and global distribution of games. Consoles I developed for: Playstation 2, Playstation Portable, Playstation 3 and the Xbox 360. As lead 3D artist I was responsible for the correct transition between 2D concept art to 3D game assets, that where suited for real time rendering purposes. I was responsible for the 3D development part of the studio, and the coordination of work. Also I was responsible for the optimization of Fairytale Fights on both platforms (Xbox360 and PS3)

Business or sector : Game Industry / IT

Aug 2003 – Jan 2004

Database administrator (dba)

Ministry of Defence (facility management department)

▪ Database design, and the programming of software for the correct indexing of art objects in all Ministry of Defence departments.

Business or sector : IT

Nov 2002 – April 2003	**System Administrator (MBO)**

Service I&A at Mondriaan College Delft

▪ Part of a system administrator group responsible for all computers in the Mondriaan school community.

Business or sector : IT

Jan 2001 – Jan 2001	**System Administrator (MBO)**

The Gelderland School

▪ Responsible for the management of the computer park running in the Gelderland schools, and the set-up of a wireless connection between schools with wireless technology other than wifi.

Business or sector : IT

EDUCATION AND TRAINING

Sep 2005 – Dec 2009	**Game Design And Development (HBO-bachelor)**	**B.Sc.**

GDD attended at Hogeschool Van De Kunsten Utrecht, in Hilversum, the Netherlands

Sep 2000 – Jan 2005	**Information Technology (MBO sector technology)**

Information Technology (MBO-BOL4) at Mondriaan College, locations: Voorburg, The Hague and Delft

In the Netherlands.

Sep 1996 – Jun 2000	**mavo-4 (High school)**

Mavo Mathematics D, Physics D, English D, Dutch D, Economics D, Chemistry D, Sociology D, attended at: Petrus College, Zoetermeer, the Netherlands