

# Jyrki Coertjens Resume

## ID:

Name: Jyrki Coertjens  
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## Objective:

Becoming a 3D/Environment artist for games.

## Studies:

2008-present: Digital Arts & Entertainment – Game Development  
University College of West Flanders  
2001-2008: High School – Accountancy & IT  
Immaculata Institute, Oostmalle

## Contests & Prizes:

Intel's Level Up 2010 - First place at "Best game for Desktop(Student Category)"

## Skills:

- Lowpoly modeling of objects based on blueprints, reference pictures or from scratch.
- Highpoly modeling.
- Unwrapping while having an eye on space optimization & reusability of polygons.
- Texturing (diffuse, specular, glossiness).
- Baking normal maps from high- to lowpoly and optimizing/expanding them using Photoshop.
- Creating atmospheric levels with a minimal variety of assets and the ability to create own assets or particles when needed
- Basic understanding of technical rigging & animation.
- Worked with multiple Engines/Editors (both previous and current-gen)
- Programming in C++ and able to work with the STL.
- Basic understanding of C#, DirectX, nvidia PhysX, OpenGL, SQL.

- Working with small teams while having a good understanding of what everyone is doing and how the project is progressing.

### **Software:**

- Autodesk 3ds Max & Mudbox
- Adobe Photoshop, Dreamweaver & Flash
- Roadkill
- Current-gen game engines: Unreal Development Kit, Sandbox2
- Microsoft Visual Studio
- Microsoft Office

### **Languages:**

Dutch: Native language

English: Fluid understanding, reading & writing, average speaking

French: Average reading & writing, basic understanding & speaking

German: Basic understanding, reading, speaking & writing

### **Personal Interests:**

Anything 3D-related catches my eye, being it videogames, movies or advertising.

I've been playing games since a long time and I've always been interested in the development process and the companies behind the games. I've played a wide variety of genres and categories of games and I follow the new developments of the game-industry as close as possible.

Besides videogames I'm fond of the Warhammer 40.000 table-top game. I've collected my own armies and I've read multiple Black Library books. Although I don't spend as much time at it as I used to, I still follow the franchise developments closely.

Other hobbies are snowboarding and going to the movies.