

Pieter Mans

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Objective A role suited to a fast learning, adaptable and passionate VFX Artist with strong technical skills who seeks challenges and constant self improvement.

Education

Staffordshire University	2009 - 2010
Computer Games Design (BSc) Achieved 2:1	
Staffordshire University	2004 - 2008
Computing Science (BSc) Achieved Diploma of Higher Education	

Key Skills

- Fast learner and very adaptable. Relishes adjusting to expanding roles and requirements where rapid personal development and skill acquisition is required.
- Experience with Unreal and Unity as well as bespoke in house engines including imp (including Unreal 4), porting assets, creating particle effects and making completed VFX assets for use by artists and programmers in each.
- Shader effects using both node based editors and writing code by hand (proficient with GLSL with some HLSL experience).
- Photoshop, Houdini, Substance Designer, Maya, Max, ZBrush and Modo, as well as many smaller software packages for specialised purposes such as XNormal.
- Experience with writing scripts and working with production code using Perforce and Visual Studio.

REWIND
Senior VFX Artist

04/2016 to Present

REWIND is a multi-award winning immersive content production studio with a passion for VR, AR and beyond. REWIND is focused on harnessing immersive technologies to deliver groundbreaking VR, AR, Animation and VFX projects for some of the world's largest companies and brands including the HBO, Paramount, BBC, NBC, Nike, Sony, Red Bull, Rolls-Royce, Jaguar and Björk.

- Sole responsibility for the VFX within the company.
- Broad range of tasks involving work with Unreal, Unity and traditional media.
- Leading role in developing new, forward thinking pipelines to combine tried and tested techniques with new practices and merge them to increase speed, productivity and quality across the art team.
- Worked on dozens of projects with a wide range of platforms and audiences including PC and mobile projects delivered in AR, VR and MR.

Lionhead
VFX Artist

03/2015 to 04/2016

Lionhead has been producing the well known *Fable* series for many years now as well as other titles such as *Black and White*. Most recently the studio was working on *Fable: Legends*.

- Worked as a contractor in a team of VFX artists on many aspects of *Fable: Legends* to produce VFX in the Unreal 4 engine including VFX for heroes, creatures and the environment.
- Attending meetings and interacting with other departments to complete sections of work that I had ownership over.
- One of two technical specialist in the team who worked on complex shaders and evaluated performance issues

22Cans
VFX Artist

01/2013 to 03/2015

22Cans produced the social experiment *Curiosity* and has gone on to develop *Godus*, Peter Molyneux's next-generation god game.

- Sole responsibility for all VFX in the studio.
- Creating particle effects and bespoke shaders for both PC and mobile platforms.
- Working with the Programming Team to add new features to the VFX tools.
- Liaising between the Art and Programming Teams to help facilitate the use of complex methods to meet Art Team requirements.
- Aiding the GUI Programming Team in creating and integrating Scaleform assets into the game, including work with Flash, Actionscript and C++.

Eurocom Developments specialised in creating licensed titles for third party Intellectual Properties for multiple platforms including PC, Xbox 360 (including Kinect), PS3 and Wii.

- Worked as a member of a centralised VFX Department.
- Created VFX for a variety of IPs with considerably different art styles including *007: Legends*, *Disney Universe* and *Harry Potter for Kinect*.
- Worked on proactively adding appropriate VFX to environments.
- Liaised with Art, Programming and Design Teams from multiple projects to ensure the art direction goals were met without exceeding performance restrictions.
- Specialised in shader effects within the team.
- Ported many effects from a bespoke, in-house engine to Unity.

Achievements

- At REWIND I created the FX pipeline from scratch and had a leading role in driving the art team as a whole to use more modern and cohesive workflows.
- At Lionhead I created a solution to hide and show weapons that characters were carrying that could be universally applied to any character with any sort of weapon. Created VFX needed, liaised with code and animation to synchronise the VFX transitions with the animations and standardised the method for implementing it in new characters.
- At 22Cans I was a driving force in the visual aspect of the rainstorms. Ensured that the storms had lightning with a stylised flash, splashes on the ground, particle based drops and made sure everything was performant on even low end mobile devices. Without my involvement it would likely have ended up being a scrolling texture over the screen.
- Awarded 3rd place in Staffordshire University's 2010 Graduate Exhibition for Final Year Projects for my piece showcasing dynamic vegetation for games.

Interests and Hobbies

- Video Games
- Reading
- Cooking
- Films
- Miniature Painting

References available on request.