

# NIELS DEWITTE

# REAL TIME VFX ARTIST

## SKILLS

Real-time particle effects

Shaders and materials

Texturing

Modeling

Offline simulation

## Software

Unreal

Unity

3DS Max/ Maya

Photoshop

## Programming Languages

C++

C#

hls/cg

html/css/php/javascript

## Languages

Dutch

native

English

French

Japanese

Hi, I'm Niels (ニルス). Here is some facts about me:

- I'm a **vfx artist** from Belgium.
- I love **programming** and **art**, thats why I became a vfx artist.
- I learn **japanese** in my spare time.
- When I'm not doing any of the above, you'll find me behind a **piano**, or playing the **guitar**.
- I won the vfx and animation **search for a star** constest.
- I am a moderator of the **realtimeVFX** forums, one of the biggest communities of vfx artists in the world.

## Experience

2018/06- **VFX Artist / Technical Artist**

2019-- VFX Essentials

- Planning, prototyping, creating and selling VFX on the unreal marketplace.
- Customer support.

2017/06- **VFX Artist**

2018/06 nDreams

- Creating high quality and performant VR ready particle effects and shaders within unreal.
- Working closely with art and design team to create immersive, interactive and readable effects.
- Researching and implementing technical solutions for game art assets.
- Supporting programming team with implementing effects.
- Working closely with animation team to create believable interaction between animation and vfx.

2017/01- **Intern Game Programmer**

2017/06 DAE studios

- Building high quality and mobile ready shaders in unity.
- Creating VR ready gameplay and art assets for vive.

## Education

2015/09- **Bachelor Degree: Digital arts & Entertainment**

2018/06 Howest, Kortrijk Belgium

## Awards

2018 **Search for a Star**

VFX and Animation : First place

## Contact

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