

# NIELS DEWITTE

## 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

## Languages

Dutch

English

Japanese

# REAL TIME VFX ARTIST

## Experience

- 2019/09- **VFX Artist/ Technical Artist**  
Agni-Flare
- 2020--  
-Authoring high quality production ready cinematic effects in Unreal Engine.  
-Building tools and tech inside of Unreal Engine and Maya
- 2018/06- **VFX Artist/ Technical Artist**  
VFX Essentials
- 2019/08  
- 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 materials withing unreal.  
- Working closely with art and design team to implement effects.
- 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

## Awards

- 2018 **Search for a Star**  
VFX and Animation : First place

## Contact

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