

# Resume – Michel Kooper, 3D/Environment Artist

## Personal information:

Name: Michel Kooper  
Location: Frankfurt, Germany  
Date of birth: June 18th, 1984  
Nationality: Dutch  
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## Titles I've contributed to:

- HUNT	- TBA
- Homefront 2	- TBA
- Ryse: Son of Rome	- XOne, 2013
- Crysis 3 "lost Island"	- X360, PS3, PC, 2013
- Crysis 3	- X360, PS3, PC, 2011-2013
- Cats And Dogs DS	- Nintendo DS, 2009
- Just Sing! DS	- Nintendo DS, 2009
- Mega Mindy DS	- Nintendo DS, 2009

## Summary:

I've been working in the games industry as an artist for the past 7 years and have experience ranging from working with small teams up to full AAA teams. In this time I worked on mobile/web-based games, handheld platforms and multi-platform/pc titles.

I'm a passionate and driven person who enjoys working with other like-minded people and I am definitely a team player. I constantly try to push myself to learn new things and grow as an artist. My goal is to work together with a team to create exciting, great looking games and game worlds.

I also have experience in education, being involved with updating the game art curriculum for the HAN *University of Applied Sciences* as well as mentoring, teaching and providing workshops.

## Work Experience:

### December 2011 - Present

Senior Environment Artist at Crytek Frankfurt

responsibilities include:

- taking areas in multiple levels from whitebox to final quality
- composing and dressing environment scenes
- modeling and texturing high quality 3D assets
- optimizing for performance
- involved with researching and evaluating art pipeline improvements
- being involved with pre-production and concept discovery
- mentoring and training interns/junior team members

### April 2011- November 2011

Environment Artist at Interceptor Entertainment

Worked remotely with an international team on Duke Nukem: Reloaded.  
Responsible for environment assets and props.

### February 2009 - November 2011

Teacher at Hogeschool Arnhem Nijmegen

Worked as part-time as a teacher, lecturing Unreal Engine 3 and modeling/texturing using 3ds Max and Photoshop CS3. During game projects I functioned as an advisor for the art teams.

### February - September 2009

3d Artist at Engine Software

Started as an intern 3d artist in February and continued as 3d artist during the summer.  
Worked on 3d environments for 3 Nintendo DS titles.

## Education:

2006 – 2010 (graduated 25<sup>th</sup> of June 2010)

Bachelor of Communication & Multimedia Design  
*Communication & Multimedia Design, Hogeschool Arnhem Nijmegen, Netherlands*

### September - October 2009

Workshops at Streamline Studios

Followed workshops covering the following subjects:  
*modeling pipeline, texturing pipeline, digital sculpting and asset completion.*

### 2004 - 2006

Bachelor of Media technology

*Media technology, Hogeschool Utrecht, Netherlands*  
Transferred in 2006 to Hogeschool Arnhem Nijmegen

2000 - 2004 (graduated June 2004)

*MEAO Marketing & Communication, Titus College Velp, Netherlands*

## Proficiencies:

Modeling: Highpoly, Lowpoly, Sculpting  
Texturing: Texturing both for last-gen and next-gen including the new BPR standard. Unreal Engine Shader construction  
Other: whiteboxing, set dressing, world building, level art, environment art, asset creation, composition, optimization, modularity  
Software: 3ds Max, Photoshop, Zbrush, Xnormal, Crazybump, CryEngine, UDK/Unreal Engine 3, Substance, Quixel, Maya, Mudbox, World Machine  
Language: Dutch (native), English (Fluent), German (basic)

## Achievements:

### Eat3D Challenge #3 - NextGen Small Scene

1st place, January 11, 2011

### Eat3D Challenge #1 - Old & Damaged

1st place, November 1, 2010

For personal recommendations made by people I've worked with, please consider taking a look at my LinkedIn profile at:

[www.linkedin.com/pub/michel-kooper/10/43a/662](http://www.linkedin.com/pub/michel-kooper/10/43a/662)