

CURRICULUM VITAE

PERSONAL DETAILS

Name: Hendrik Coppens
Nationality: Belgian
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LinkedIn: LinkedIn profile
Date of Birth: 10/12/1984
Languages: Dutch, English (+++) and French (+)

EXPERIENCE

Game industry

October 2014: 3D character artist at Goodgame Studios; Germany.
December 2013: Junior 3D generalist at Kwalee Ltd; UK.
2013: February-August: Character artist intern @ Triumph Studios for Age of Wonders III
2011-2013: Student Job as College teacher of the DAE Introduction Courses. Preproduction| 3D | C++.

Pre game industry

2011: Illustrator for Collegebook "Forum" (latin, Linguistix).
2010: Interim weekendwork: repair and maintenance desktops | laptops at Media Systems Ninove.
2009-2010: PHD researcher at Universital Hospital Gent, department pharmacology.
2009: Private tutor Biology and Chemistry.
2008: Interim Science teacher at Sint Aloysius College Ninove.

EDUCATION

2010-2013: Digital Arts & Entertainment | Howest Kortrijk | Graduated with high honors
2008-2009: Master after Master Applied Informatics| University Gent
2003-2007: Master in Science | Specialization Zoölogy | University Gent| Graduated with high honors
1996-2003: Latin-Science |Sint Aloysius College Ninove

SKILLS

2D: Adobe Photoshop, Adobe Premiere.
3D: 3D Studio Max, Maya, Zbrush, Xnormal, Roadkill, Substance Painter, 3D Coat
Coding Languages: Mel and Python for Maya scripting
Game engines: Unity3D, UDK

GAMES

-Unannounced mobile project.

- Lead 3D artist: characters, environments setup, Unity integration and delegating other 3d artists.

-A Little Lost: Goodgame Studio, Germany.

- Character artist
- 3D workflow setup

-Shadow Kings: Goodgame Studios, Germany.

- Character artist on the character rework.
- Workflow optimization and scripting support.

-Time Monkeys (project on hold): Kwalee, UK.

- 3D generalist: from concept to integration in Unity.

-Age of Wonders III: Triumph Studios, Netherlands.

- Character artist intern: worked on several units and supported the character creator.

-Unannounced project.

NOTEABLE ACHIEVEMENTS

Invited as an attendant for the Las Vegas Autodesk Convention 2013.

Certified 3DsMax Expert.

Runner up at the Brain's Eden Game Jam in Cambridge with our game StormBrothers

Nominated for DAE top ace talent award: 1 of the 5 top students.

Won the local Imagine Cup for game design in Belgium together with my team for our game Huxley

Released a game (Quantum) as a launch title on Windows 8 app/game store.

Title: "Autodesk Student Expert" for co-founding and teaching Autodesk 3DsMax introduction courses in a summer program.

Teaching 3DsMax, Preproduction and C++ for the DAE introduction Courses as a student lecturer at my college Howest - DAE.

