

Brecht Lecluyse

Environment and Technical Artist

Nationality: Belgian

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SKILLS

- High and Low poly workflow (includes unwrapping and material baking)
- Texturing
- Environment asset creation and implementation (LODs, Collision, ...)
- Familiar with Valve's Source engine and Unknown Worlds Entertainment's SPARK engine
 - Level creation
 - Asset creation
 - Material creation
- Familiar with Epic's Unreal Development Kit and Unity3D
 - Level creation
 - Asset creation
 - Material creation
 - Scripting
- Knowledge of C++ and C#
- Knowledge of HLSL, able to create, adjust and integrate shaders into an engine
- Familiar with DirectX (DirectX9 and above) and PhysX
- Familiar with bug reporting/tracking systems such as Mantis
- Familiar with the use of content management systems (tortoise SVN/Perforce)
- Fluent Dutch (native), English
- Capable of quickly learning and adapting to new techniques and software packages

SOFTWARE

- Autodesk 3D Studio Max
- Adobe Photoshop
- Ndo2/Crazybump
- Autodesk MudBox
- Microsoft Visual Studio
- Unity
- Unreal Development Kit
- Nvidia FX Composer
- Microsoft Office (Word, Excel, PowerPoint)

WORK EXPERIENCE

- **Gateway Interactive, United Kingdom (2014)**
 - Internship Technical Artist , "Spectra" (W8, WP8, Android, IOS, PC, Xbox One)
 - Mainly worked on "Spectra 8-bit racing" (W8, WP8, Android, IOS, PC, Xbox One). My tasks ranged from creating art assets, designing and implementing UI, device optimization, stat tracking, gameplay scripting and so forth. I gained a better understanding of UX design and mobile development as well as prioritizing tasks based on time and resources.
 - Was part of the 2014 [Microsoft Ventures Accelerator](#) in London as one of the 12 selected startups
 - Was part of the ID@Xbox showcase at GDC 2014
 - Was part of the ID@Xbox showcase at E3 2014 and were present on the Microsoft booth
 - Was part of the ID@Xbox showcase at Gamescom 2014
- **Interwave Studios (2008 - 2011)**
 - Environment Artist / Level Designer
 - Responsible for the creation and optimization of environment assets (modeling, unwrapping, texturing and implementation), creating environment textures and materials, testing and assisting with other tasks when needed and requested. Level designer and gameplay designer on "Stargate The Last Stand" .
 - Projects:
 - "Nuclear Dawn" (PC)
 - "Stargate The Last Stand" (Half-Life 2 Total Conversion Mod)

EDUCATION

- **Bachelor Digital Arts & Entertainment (2011 – 2014)**
 - Hogeschool West-Vlaanderen – Kortrijk
- **Master of Science, Industrial Engineer in Electronics and ICT – Master in Multimedia and Information Technology (2007 – 2011)**
 - Hogeschool West-Vlaanderen - Kortrijk
 - Thesis: Interactive rendering of a window to the based on head and eye position
- **Other**
 - Industrial Sciences - Vrij Technisch Instituut - Izegem (2003 - 2007)

OTHER

- LinkedIn: <http://www.linkedin.com/pub/brecht-lecluyse/25/7b9/791>
- Member of the Natural Selection 2 Internal Playtest Team (2010 - 2014)
- Member of Combat Testing(2007 - 2014)

- Community-centric company to provide developers and publishers a secure and effective means of product testing.
- Received the Howest Talent Factory "Most inspirational student" award (2014)
- Got awarded 2nd place during the [Brains Eden](#) 2014 Gamejam in Cambridge with "Llama Llama Dog" (2014)

ABOUT ME

My name is Brecht Lecluyse and for as long as I can remember I have been passionate about games and movies, both as a form of entertainment as well as how they are made. What started out as a hobby has now become my fulltime occupation and I couldn't be more excited. Besides that I have a soft spot for Lego minifigures, Stargate and science fiction in general.