

# JEFFREY VERMEER

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## Titles

### Splash Damage

- Project Astrid
- Transformers: Reactivate (cancelled)
- Star Wars: Hunters
- Outcasters

### Ubisoft

- Steep: Road to the Olympics
- Steep

## Soft Skills

- Verbal and Written Communication
- Team Player
- Critical Thinking
- Learning and Development
- Mentoring

## Hobbies

- Boulderling
- Piano playing
- Gamejams
- Video games
- Board/Card games

## Summary

Principal Technical Artist | 9+ Years in AAA

I am an experienced generalist technical artist, with an expertise in procedural generation (Houdini/PCG). I enjoy supporting art and design teams to realize their vision and building the best and most fun games. My ambition is to be a part of a team that makes an award winning game! In my spare time you can find me bouldering, playing piano or a game of the video or board variety.

## Technical Skills

- |              |             |                   |
|--------------|-------------|-------------------|
| - Unreal     | Godot/Unity | - Basics: Blender |
| ◦ PCG        | - Houdini   | - Python          |
| ◦ Blueprints | - Maya      | - VEX             |
| ◦ Materials  | - Perforce  | - HScript         |
| ◦ C++        | - Rider     |                   |
| - Basics:    | - Git       |                   |

## Work Experience

### Splash Damage (Jun 2018-Present)

- Principal Technical Artist (Oct 2023 - Present)
  - People manager responsibility for 2 Mid level Technical Artists
  - Use C++ to develop systems
  - Work on Transformers: Reactivate and Project Astrid
- Senior Technical Artist (Oct 2020 - Oct 2023)
  - People manager responsibility for 1 Junior level Technical Artist
  - Implement character art, animations and animation blueprints
  - Work on Star Wars: Hunters and Transformers: Reactivate
- Technical Artist (Jun 2018 - Oct 2020)
  - Develop tooling and procedural systems to help Level Design and Environment Art (using Houdini and Unreal)
  - Pipeline development using Maya and Python
  - All round Technical Art duties (content hygiene, materials, blueprints, etc.)
  - Work on Outcasters and various announced projects

### Ubisoft (Dec 2015 - Apr 2018)

- Technical Artist (Dec 2015 - Apr 2018)
  - Develop and maintain procedural systems for Level Design and Environment Art
  - Work on Steep and Steep: Road to the Olympics

## Languages

English (Full professional proficiency)

Dutch (Native)

French (Elementary proficiency)

German (Elementary proficiency)

## Work Experience

### Minivegas (Feb 2014 - Nov 2015)

- Junior Technical Director (Mar 2015 - Nov 2015)
    - Pipeline development and maintenance. Technical director/artist for various projects (commercials, interactive experiences, etc.)
  - Intern (Feb 2014 - Feb 2015)
    - Procedural generation with Houdini. Pipeline development using Python with Shotgun, for Maya and Nuke
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## Education

### Breda University of Applied Sciences (2009 - 2015)

- HBO Bachelor, International Game Architecture and Design - Visual Art

### Grafisch Lyceum Rotterdam (2005 - 2009)

- MBO (College) Diploma, Animation and Games