

# Jeroen Van Hoorebeke

## Character artist

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### Jeroen Van Hoorebeke

2095 46th Ave  
San Francisco, 94116

415.272.4066  
[jeroen.van.hoorebeke@gmail.com](mailto:jeroen.van.hoorebeke@gmail.com)

Date of birth - March 29th 1991  
Nationality - Belgian

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## Languages

Dutch - Native  
English - Full professional proficiency  
French - Elementary proficiency

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## Experience

### Hangar 13 / Senior character artist

APRIL 2014 - PRESENT, Novato, USA

#### Unannounced triple-A project

- Research and prototyping of art stylization
- Prototyping new character pipelines
  - Unified effects and wrinkle map UV's for all characters
  - Automatic stitching on clothing based on UV seams
- Testing new proprietary substance painter integrated material pipeline and creating character materials to be used during production
- Creating new topology, UV's, LOD's and textures for both female/male head and body (including teeth)
- Prototyping enemy archetypes, both organic and hard surface
- High Poly modeling hero and main story characters

#### Mafia III

- High and low poly modeling, unwrapping and texturing of hero and main story characters
- Hair modeling and texturing for main story characters
- Clean up and improving of head scan data
- Skinning using internal skinning tools and scripts
- Basebody and basehead sculpting, modeling, LOD creation and texturing (including eyes and teeth)
- Pipeline creation and refinement
  - Creating and documenting headscan-cleanup pipeline
  - Documenting PBR texturing rules and pipeline
  - Helped creating hair creation pipeline
  - Helped creating character assembly and management pipeline
- In-editor character assembly and management for main and secondary characters

## **2K Czech/ Character artist**

OCTOBER 2012 - MARCH 2014, Prague, Czech Republic

### **Mafia III**

-High and low poly character modeling, unwrapping and texturing of secondary characters

-Character skinning

-Character pipeline research for hair

## **Larian Studios / 3D artist intern**

FEBRUARY 2012 - JUNE 2012, Gent, Belgium

### **Divinity: Dragon Commander**

-High and low poly character modeling, unwrapping and texturing

-High and low poly Environment modeling, unwrapping and texturing

### **Divinity: Original Sin**

-High and low poly character modeling, unwrapping and texturing

-High and low poly Environment modeling, unwrapping and texturing

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## **Education**

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### **PIH Kortrijk / Digital Arts and Entertainment Bachelor's degree**

OCTOBER 2009 - JUNE 2012, Kortrijk, Belgium

Graduated cum laude

### **Koninklijk Atheneum secondary institute / Secondary education**

SEPTEMBER 2003 - JUNE 2009, Eeklo

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## **Awards and honors**

-Received a 3DTotal Excellence Award for my piece "Aviator"

-Received a 3DTotal Excellence Award for my piece "1940's gangster"

-Got featured in 3D Artist magazine Issue 48 with my piece "Chevy Corvette"

-Got featured in the InCG magazine's showcase with my piece "Fisherman's Friend"

-Made it to the worldwide top 50 games in the Microsoft Imaginecup 2011.