

CV – Rutger Joosten

Personal information:

Name	Rutger Joosten
Date of birth	28 - 12 - 1988
Place of birth	Den Helder
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Portfolio	http://www.rutgerjoosten.nl/

As an artist I am always looking for new challenges.
I am willing to move for an interesting challenge.
I have a drivers licence and I am immediately available.
Besides Dutch I speak and write English and a little german.

I have experience with these programs/Plugins:

- 3Ds Max
- Vray
- ZBrush
- Photoshop
- Illustrator
- Flash
- Dreamweaver
- Wordpress
- Unreal 3 engine (UDK3) (+ speedtree)
- Unity
- Virtools
- Crazy bump

Fields of interest:

My fields of interest are related to my education. Besides gaming I like drawing, watching movies and listening music. These areas are all adding to my creativity which I will use for my game designs. Furthermore, I am interested in history and foreign countries and I like to socialize with my friends with whom I usually play games and watch movies as well.

Career:

Year	Company	Job description
2011	Albert van zonen A frozen food factory.	Production worker Making and packing products
2010-2011	Fonzi A joiner for furniture.	Web designer/ Webmaster Created the website http://fonzi.nl/
2010	Praxis A dutch construction market.	Temporary employee Selling Christmas trees and helping around rebuilding the store.
2010	Xform A games developer for webgames.	3D modeller - Freelance: created 4 car textures for Burnin' Rubber 4 - Freelance: created 2 planes and 2 boats for Burnin' Rubber 4 - Freelance: Created 3 Complete maps for Hydro Storm The first assignment I created 4 car textures for existing cars. The second assignment I created 2 planes and 2 boats including texture. Both these assignments are for a race game (Burnin" Rubber 4). The last assignment I created 3 complete tracks/world for a Jet Ski race game (Hydro Storm).
2009-2010	Xform A games developer for webgames.	3D modeller Internship at Xform for half a year.
2007-2008	ATO Association of Technology Transfer is the intermediary for knowledge exchange in the field of sustainable energy technology.	Web designer Created a website for the Wind Energy Events 2008 And doing the maintenance
2007	Sensson A web hosting company.	3D modeller The models were for a website that shipped things in containers. Modelled a container with boxes inside to show how full the Container was (per 10%).
2005	CAMS A navy software company	3 days job orientation for my school (HAVO) I was appointed to a program were I got the task of making a few scenarios in an engine with 3D models of real tanks, airplanes and ships. It looked a lot like the scenario builder from Age of Empires so after the first day I got some questions how I did some of the things I did. (It was a fun experience and from that moment I knew I wanted to go into the games industry.)

Education:

Year	Institute	Result
2011	HACCP course A course about hygiene within a factory	Certificat attained
2006-2010	Hogeschool van de Kunsten Utrecht Faculty of Art Media & Technology Study: Gaming Design and Development	Bachelor of Art and Technology (BAT) Diploma attained
2005-2006	Hogeschool van de Kunsten Utrecht Basic education (Basisopleiding) Art and Technology	Diploma attained
2001-2006	HAVO – GSG Schagen Hoger Algemeen Voortgezet Onderwijs (Higher General Continued Education)	Diploma attained