



## PERSONALIA

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Place of birth: Oss  
Gender: Male  
Nationality: Dutch



## COMMERCIAL TITLES

### **Nixxes “to be announced” game**

Developers: Nixxes and Crystal Dynamics

Function: 3D Animation

Work activities: I was part of the animation team that was working on character and environment animations.

### **Rider Ketchapp (Smartphone/Tablet)**

Developer: Chimpworks

Function: Character Design/Level Design

Work activities: I designed and created the 40 playable characters and designed and created the levels.

Link: <http://chimpworksgames.com/portfolio/rider/>

### **Jelly Jump Ketchapp (Smartphone/Tablet)**

Developer: Chimpworks

Function: Character Design/3D Modeling

Work activities: I designed and created the 40 playable characters and modeled the pickups and level obstacles.

### **Gravity Switch Extreme Ketchapp (Smartphone/Tablet)**

Developer: Chimpworks

Function: Level Design

Work activities: I designed and built the levels in Unity.

Link: Not yet released

**Rush Ketchapp** *(Smartphone/Tablet)*

Developer: Chimpworks

Function: Character Design/3D Modeling/Texturing

Work activities: I designed and created the 50 playable characters and created most of the road texture

Link: <http://chimpworksgames.com/portfolio/rush/>

**Topia Trainer** *Topia Team (PC)*

Developer: Topia Team

Function: Lead Artist

Work activities: I lead the art team and assisted the team where needed. In Topia Trainer we worked on a lot of mini games so the work was very diverse.

Link: <http://www.topiateam.com>

**Topia Quest** *Topia Team (PC)*

Developer: Topia Team

Function: Lead Artist

Work activities: I lead the art team and assisted the team where needed. I worked on the main characters by rigging and animating them. I also worked on level design and the environments.

**Action Henk** *RageSquid (PC)*

Developer: RageSquid

Function: Game design/Character design/3D Modeler/3D Animator

Work activities: I worked on the initial game design and the first Alpha version that was shown at Indigo.

Link: [https://store.steampowered.com/app/285820/Action\\_Henk/](https://store.steampowered.com/app/285820/Action_Henk/)

**Highway Rally** *M2H (iPhone/iPad/PC)*

Developer: M2H

Function: Level Designer

Work activities: I made the 6 new race tracks for the expansion of the game.

Link: <https://itunes.apple.com/us/app/highway-rally/id638277644?mt=12>

**Sherlock Holmes: Checkmate** *Warner Brothers (PC)*

Developer: Sticky Studios

Function: 3D Animator

Work activities: I rigged and animated the main character and side character for the game.

**Disco Critters** *Sticky Studios (iPad)*

Developer: Sticky Studios

Function: 3D Modeler/3D Animator

Work activities: I modeled, rigged and animated some of the characters for this game.

**Temple Trouble** *Sticky Studios (iPhone/iPad)*

Developer: Sticky Studios

Function: Level Designer

Work activities: I made 12 new levels for the expansion of the game.

**Nick Racers Revolution 3D** *Nickelodeon (PC)*

Developer: Sticky Studios

Function: 3D Animator

Work activities: I made the rig and all the animations for Ang.

**Wrath of the Titans: Titan Attack** *Warner Brothers (PC)*

Developer: Sticky Studios

Function: 3D Animator

Work activities: I made the rig and animations for the roman soldier with the red cape that helps you in the game.

**Wrath of the Titans: Journey Through the Labyrinth** *Warner Brothers (PC)*

Developer: Sticky Studios

Function: 3D Animator

Work activities: I used the 3D animations from Titan Attack and rendered them to use as 2D animations.

**Batman The Fire Rises** *Warner Brothers (PC)*

Developer: Sticky Studios

Function: 3D Animator

Work activities: I did all the rigging and animating for the 12 characters in the game.

**Madagascar: Race Across Europe** *DreamWorks (PC)*

Developer: Sticky Studios

Function: 3D Animator

Work activities: I was responsible for the rig and animations of the cow that you can find in a variety of places in the game.

**Gangster Squad** *Warner Brothers (PC)*

Developer: Sticky Studios

Function: 3D Modeler/3D Animator

Work activities: I made a variety of 3D props for the game and also worked on the rig and animation of one of the main characters.

**Hess Racer** *Grey (iPhone/iPad)*

Developer: Sticky Studios

Function: 3D Modeler/3D Animator

Work activities: I was responsible for the pits stop animation and some of the vehicles.