
Niels Dewitte

Real Time VFX Artist

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Profile

I'm Niels Dewitte, A real time vfx artist from Bruges. I attended Digital arts & Entertainment and graduated in the game development major.

My background is mostly in programming, but during my years in DAE, I've found a passion in vfx. Vfx allows me to combine my interest in art, my skill in programming and my fondness of design in one Discipline.

Technical Skills

Software:

- Unity
- Unreal
- Photoshop
- 3ds max
- After effects

Programming Languages:

- Hlsl/Cg
- C++
- C#
- Html / Css / Php / Javascript

Languages

- Native: Dutch
 - Fluent: English
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Education

Bachelor Degree: Digital arts & Entertainment

Modules:

Final Year:

- Tool development (C# .net)
 - Developing tools using .net
- Platform development (14/20)
 - Cross platform development techniques windows/linux
- Game Projects 2 (13/20)
 - Teams of 4-5 create a game in 1 semester
- Graduation Work (14/20)
 - Specialization project
- Portfolio
- Internship

Other Years Relevant:

- Rigging & VFX (15/20)
- Programming 3&4 (15/20)
 - Memory management, advanced programming (C++)
- Gameplay Programming
 - AI, Engine Use
- Game Prototyping (14/20)
 - Prototyping using Unity
- Graphics Programming 1 & 2 (11/20)
 - DirectX11 , Hlsl, Engine Programming
- 3D 1&2
 - 3Ds max , Lowpoly & Highpoly modeling
- Applied Math & Physics
- Visual Language & Art History
 - Research and Reference

Secondary Education:

- 2 Years ICT & Management
 - 2 Years Industrial Science
 - 3 Years Math Modern Languages
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Hobbies and interests

Games:

- Sports: Rocket League
- Western RPGs: The Witcher 3 Wild Hunt, Skyrim
- Japanese RPGs: Lightning Returns : Final Fantasy XIII
- MMORPGs: Wow, Rift, Archeage, Blade & Soul, Guild Wars2
- Action: Dishonored, Half Life (1,2)
- Shooter: CS:GO, Cod Modern Warfare (Original), Arma3, Team Fortress
- Simulation: RollerCoasterTycoon(1&3), Planet Coaster
- Puzzle: Portal(1,2)
- Moba: League of Legends

Extra:

- Singing
 - Piano
 - Guitar
 - Drawing
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