

# Curriculum vitae

## Maurits Laanbroek

**Address:** Sint Josephstraat 2b1, 4811 CL Breda, Netherlands

**Date of birth:** 14 - 04 -1987 **Nationality :** The Netherlands

**Email:** m.laanbroek@gmail.com **Phone:** +31 (0)619191021 **Portfolio:** [www.m-laanbroek.nl](http://www.m-laanbroek.nl)

**LinkedIn:** [nl.linkedin.com/in/mauritslaanbroek](http://nl.linkedin.com/in/mauritslaanbroek)

## Procedural technical artist

I am a Master in game technology graduate, specialized in procedural content generation. With interests in a combination between art and programming.

### Education:

**Master of game technology** – NHTV University of Applied Science, Breda, Netherlands 2014 – 2015

**Bachelor in International Game Architecture & Design** – NHTV University of Applied Science, Breda, Netherlands 2010 – 2014

### Work experience:

December 2015, Current / October 2014 - December 2014 NHTV Breda.

Teaching assistant.

- Give workshops on Houdini and procedural content creation
- Help students with Houdini assignments and questions
- Provide feedback to students

September 2013 - January 2014 BlewScreen, Tilburg.

Internship artist, Programmer.

- Environment, texturing, 2D art.
- Game play, front end programmer.

August 2008 - February 2009 Sigtrium, Amsterdam.

General 3D artist.

A young internet company that started with a 3D fighting game.

- Environment, texturing, character, rigging and animation.

### Skills:

#### Basic

PyQt

C++

Photoshop

3D studio Max

#### Intermediate

C#

Houdini VEX

PHP & MySql

Autodesk Maya

Python

#### Advance

Houdini FX

Unity 3d

### Languages:

- Netherlands: Native
- English: Fluent

### Activities and interests:

#### Hobbies and sports:

Game, Movies, Team sport, Judo, Music.

Multiple sport club and student association committees.

### Game jams

- Global game jam 2012, 2013, 2014, 2015
- Brains Eden game jam (spin off) 2012
- Others: October 2014

