

Curriculum vitae

Maurits Laanbroek

Address: DU parc avn 5810, h2v 4h3 QC Montreal, Canada

Date of birth: 14 - 04 -1987

Nationality : The Netherlands

Email: m.laanbroek@gmail.com

Portfolio: www.m-laanbroek.nl

Procedural technical artist

I am currently a Master in game technology student 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 – present (Expected graduation: July 2015)

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

Work experience:

September 2016 **Ubisoft** Montreal
Modeler

- Creating assets for games

December 2015, July 2016 **Coosto**, Eindhoven.
Script developer.

- Creating scripts to collect data from websites

December 2015, July 2016 / October 2014, December 2014 NHTV Breda, Breda.
Teaching assistant

- Giving workshops on Houdini and procedural content creation.
- Helping students with Houdini assignments and questions
- Providing feedback to students works.

Skills and languages:

Basic

PyQt

C++

Autodesk Maya

Photoshop

3d studio max

Intermediate

C#

Unity 3d

PHP & MySql

Python

Advance

Houdini FX

Netherlands: Native

English: Fluent

Activities and interests:

Hobbies and sports:

RTS , RPG game, Movies, Team sport, Judo, Music.

Multiple sport club / student association committees.

Game jams

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