

Curriculum Vitae

Personal Details

Name: Bas Teunisse
E-mail: Bas.Teunisse [at] Gmail.com
Homepage: <http://www.basteunisse.com>

LinkedIn: <http://nl.linkedin.com/pub/bas-teunisse/16/324/57b>

Education

2011: SCRUM, Agile foundation.
2009-2010: MA, EMMA; Hogeschool voor de kunsten (HBO), Utrecht School of Arts, European Media Master of the Arts (EMMA).
2006-2010: BA, Design for Virtual Theater and Games; Hogeschool voor de Kunsten (HBO), Utrecht School of the Arts.
2002-2006: Gilde Opleidingen, Venlo, MBO ICT (Information and Communication technology).
1998-2002: Den Hulster college, Venlo, MAVO,
Subjects: Dutch, English, Math, Physics, Chemistry, Economics.

Related work experience

Shipped product experience:

March of War (Multiplatform mmo) by ISOTX (<https://marchofwar.isotx.com/>)

2012/Current – *Position: Game artist*, responsible for FX, environment assets, several vehicles and technical integration of assets and units.

Paper Cakes: by Husck.

Position: Lead level and game designer. One of the developed bamboo minis in a school project, Paper Cakes won the IGF student showcase award, and got nominated for the Best student game at GDC 2010. It also won 2 prizes at the Dutch Game Awards 2010 in the categories Best Student Game, and Best Original Gamedesign.

Hydrotilt (Iphone game) by Codeglue B.V. (www.codeglue.com)

2008/2009 – *Position: Game and level design*, various 3D assets, product testing.

Beer Pong (Iphone game) by Codeglue B.V. (www.codeglue.com)

2008/2009 – *Position: Game artist*, 3D models and textures, UI and menu design.

Sony HOME clothing items by Codeglue B.V. (www.codeglue.com)

2008/2009 – *Position: Game Artist*, Various 3D models and textures for clothing items sold in the HOME environment on the Playstation network, including complete costumes.

Bamboo minis: by Husck

Position: Lead level and game designer plus artist for one project. Developed several apps and games for the Wacom bamboo dock. 2 Mini applications (Zznare, Zztring) and 2 games (Going Bananas and paper Cakes).

Work Experience

Oct 12 – Current:	Game Artist at ISOTX.
Aug 10 – Oct 12:	Game Designer and Artist at Keesing Games, Zigiz division.
Feb 09 – Aug 10:	Part-time Game artist and Designer at Codeglue B.V.
Sept 09 – Jan 10:	Group Graduation Project, Wacom project. Designer and Artist for 4 bamboo mini games and apps.
Sept 08 – Feb 09:	Internship at Codeglue B.V. as game artist.
2006 Jan-Aug:	Medion BV, Panningen: Full time help desk employee.
2002-2006:	Numerous internships within the IT sector. Including sales department. One 6 month period and two 3 month periods.
2000-2006:	DistriQ, Venlo: Morning paper deliveryman.

Other Information

<u>Awards:</u>	Paper Cakes: IGF Student showcase award 2010 Paper Cakes, CineKid New Media Award (2 nd place) Paper Cakes, Dutch Game Awards; Best Student Game 2010 Paper Cakes, Dutch Game Awards; Best Original Gamedesign 2010
----------------	---

<u>Languages:</u>	Dutch: read, write and speech: good. English: read, write and speech: good.
-------------------	--

<u>Software:</u>	<u>Excellent:</u> Maya, Unity engine, Zbrush, Mudbox, Photoshop, Xnormal, Topogun, Unreal engine (UDK), Adobe Flash, XSI.
------------------	---

Mediate: 3D studio max, Valve's Source engine, Adobe Flash (Actionscript 3), Vertoools. CryEngine3

<u>Skills:</u>	Firm knowledge of game and level design, Particle and Visual FX, 3D skills (high/low polygon modeling, UV mapping, texturing, rigging, animation), Shaderlab language CgFX & CG/HLSL, traditional and digital Artist, firm knowledge of anatomy, light and color. Basic programming and scripting skills in C#, AS3 (sufficient level to develop prototypes or basic scripts for particle fx).
----------------	--

Notes and hobbies:

3D and 2D Visual Artist: knowledge in the complete workflow in 3D artwork for environments, characters and creatures. High and low polygon modeling and texturing, bump mapping, rigging, animating. Allround 2D artist, capable of working in a wide range of styles, personal focus towards designing and developing real time 3D environments.

Writing and analyzing game designs, including studies towards specific elements within game design and interactivity.

Reading (with special interest towards horror, mythology, sci-fi and fantasy).