

Pim Hendriks

Curriculum Vitae

Personalia

Surname: Hendriks
Name: Pim
Nationality: Dutch
Place of residence: Montreal, Canada
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[Showreel 2017](#) - [ArtStation](#) - [Personal website](#) - [LinkedIn](#)

Work Experience

- 2017 - Present **Ubisoft Montreal**
Texturing Artist, Montreal CA
3DS Max - Substance Designer / Painter - Photoshop
- 2017 – 2017 **Mikros Animation Canada**
Texturing & Surfacing Artist, Montreal CA
Maya - UVLayout - Mari - Substance Designer / Painter - Katana - Arnold - Nuke
- 2017 – 2017 **Grid bvba**
Character Texturing & Shading Artist, Ghent BE
Maya - Mari - Substance Designer / Painter - Krita - Arnold - Nuke - Fusion
- 2015 – 2017 **Grid bvba**
Jr Texturing & Shading Artist, Ghent BE
3DS Max - Substance Designer / Painter - Photoshop
- 2016 - Present **Vanderpunt Films**
VFX organisation, DMP & Compositing - (remote)
Photoshop - Lightroom - Fusion - Davinci Resolve
- 2015 – 2015 **SoMMedia**
3D Modeller, Nuenen NL
Maya - Photoshop - Mental Ray
- 2014 – 2014 **Grid bvba**
Jr Digital Compositor, Ghent BE
PFTrack - Fusion - Photoshop
- 2014 – 2014 **Grid bvba**
Intern CG Generalist, Ghent BE
Maya - SoftImage - Zbrush - Mudbox - Photoshop - Vray - Arnold - Fusion
- 2013 – 2014 **NHTV Breda University of Applied Sciences**
CG Generalist, Breda NL

Education

- 2009 – 2015 HBO (college)
NHTV – International Game Architecture & Design, Breda, the Netherlands.
- 2008 – 2009 HBO (college)
Fontys Hogescholen – Industrial Product Design, Venlo, the Netherlands.

Software

Autodesk Maya / Mudbox, Adobe Photoshop / Lightroom, Substance Painter / Designer, The Foundry Mari / Nuke / Katana, Pixologic Zbrush, PFTrack, Blackmagic Fusion / Davinci Resolve, SolidAngle Arnold, ChaosGroup Vray

Courses

- 2013 **'The Future of Storytelling' (MOOC)**
A massive online open course provided by the *University of Potsdam* on Iversity wherein storytelling as a whole is analyzed, discussed and applied.
- 2008 **Technical Drawing**
An extra-curricular course provided by Fontys Hogescholen, Venlo wherein the construction and deconstruction of architectural drawing and translation from drawing to 3D application was treated.
- 2008 **2D Design**
An extra-curricular course provided by Fontys Hogescholen Venlo wherein the iterative workflow regarding the design of new products was treated.

Languages

Dutch (native)
English (fluent)

German (moderate)
French (basic)