

Tristan Meul

Resume

Personal Information

First name: Tristan
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Nationality: Belgian
Date of birth: 22 June 1992

Education

Digital Arts And Entertainment (2010 – 2015) Kortrijk, Belgium
college education on game development. Programming, 3D modeling, Level design, Rigging.

Graphic Design (2006 – 2010) Mariakerke, Belgium
learning 2D composition, Typography art, video editing, photoshop, illustrator

Past Work Experience

Design Internship Guerilla Cambridge (10/02/2014 – 16/06/2014)

creating a multiplayer map out of a piece from the single player campaign. Learning about designing with a set theme and making different game mode work on a single map.

Prototyping blockout levels for RIGS, Testing new ideas and documentation.

Lesterius (10/02/2016 –current)

Creating custom made databases specific to the client's needs. Made with filemaker and additional technologies such as html, rest and soap. Understand and interpret the client's wishes for the database and correctly implement them.

Skills

Creating thoughtful blockout maps

Creating interesting environments from a blockout

iteration on levels to meet changing design standards

Hard surface modeling and texturing workflow

python

hsl

C++ & C#

Actionscript 2.0

Software Knowledge

Unreal engine 4

Unreal engine 4 Blueprints

UDK

Photoshop

Maya

3Ds Max

Mudbox

Illustrator

Visual Studio