

# SIETSKE WIELSMA

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## ABOUT ME

My passion is the creation of polygonal assets and high resolution sculpts, combined into a final asset that works in a game engine. In my spare time I'm often busy with art, like creating character models as well as designing smart, reusable building blocks to design and create 3D environments for games or demos. When I'm not behind my PC working or gaming you can find me reading crime novels or solving puzzles while my cat tries to either block my progress or eat the jigsaw pieces.



## EXPERIENCE

### Generalist | Clevr

APRIL 2017 – JANUARY 2018

As the generalist artist at CleVR I was responsible for the environments in which trainings were held in VR. Many of these were already constructed and it my task was to optimize them for VR usage.

### Freelance | Random Studios

SEPTEMBER – OCTOBER 2017

Asset creation for an interactive metro platform installation for Louis Vuitton, in cooperation with Naivi.

### Freelance | Random Studios

MARCH 2017

Asset creation for an interactive flying installation for Louis Vuitton, in cooperation with Naivi.

### Environment artist | Guerrilla Games

FEBRUARY – SEPTEMBER 2016

My tasks, in the last stage of Horizon Zero Dawn, was to fill up the world with small and bigger settlements, camps and dress quest areas.

### Character assert artist | Nixxes Software Bv

JUNE – AUGUST 2015

My main task was to greatly reduce the polycount of the many NPC's and enemies for the ported Xbox 360 version of Rise of the Tombraider.

### Environment art internship | Guerrilla Games

NOVEMBER 2012 – MAY 2014

During my internship I created reusable blocks that had to be constructed in cooperation with the concept art team. During this time I also build bigger structures using these reusable blocks.



## SKILLS

- Polygonal modeling for high and low-resolution purposes
- Sculpting characters, models and details for texturing
- Cloth simulation for characters and world dressing
- Working with real-time as well as VR limitations
- (Procedural) Texturing
- Building block design
- World building



## EDUCATION

**Bachelor of engineering** | NHTV University of applied sciences

GRADUATION 2014

Graduated with a project in customizable clothing in Unity.