

Contact



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Niels van Diermen

Houdini Technical Artist

I am a Houdini Technical Artist with a passion for all things procedural!

Education

- NHTV university Breda - International Game Architecture and Design
2012 - 2016 - Graduated Cum Laude
- Rijnijsel ROC Arnhem - ICT Manager Level 4 BBL
2009- 2011 - Graduated

Work experience

- Ubisoft Annecy - Houdini Technical Artist
July 2016 - Current Projects: Steep
- Side Effects Software Inc. - Houdini Games Intern
November 2015 - April 2016
- Sligro Food Group - Part time department manager
November 2013 - July 2015
- SHS Systems- Network and systems IT manager
Sep-2008 - Aug-2012 | On-site network management and Helpdesk

References available on request

Skills

- Dutch - Native language ● English - Fluent
- Advanced Knowledge
Houdini - Houdini Engine - Unreal Engine - Unity
- Proficient Knowledge
Autodesk Maya - Photoshop

Interests & activities

- Reading - Detective, Thriller and Fantasy
- Games - Horror, RPG and Indie
- Music enthusiast
- Global Game Jam - 5 times