

Hans Crefcoeur – Pipeline TD

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I am a technical director with experience as a rigger and pipeline TD

EDUCATION:

NHTV University of Applied Sciences | Breda, The Netherlands

2010 - 2016

BSc International Game Architecture and Design

Christelijk Gymnasium Sorghvliet | The Hague, The Netherlands

2003 - 2009

WORK EXPERIENCE:

Grid-VFX | Pipeline TD/Software Engineer | Ghent, Belgium

September 2015 - Present

- Had a big influence on the design of a new pipeline built from scratch.
- Develop and maintain tools used throughout all different departments.
- Develop a plugin for Maya that loads upstream data in a way that artists can easily swap to different representations (lowres, highres, geo, cache, etc.)
- Develop translators and procedurals for Arnold to render our scenes in a more optimized way and allowing to do overrides to any attributes using a proprietary expression language.

Projects:

Marnie's World, Harvie and the Magic Museum, Deep, Little Luke and Lucy, Yoyo, Ziggy and the Zoo Tram

Freelance work

2007 - 2010

Designing and building websites for several customers.

SKILLS:

- Proficient in Dutch and English
- In depth knowledge of Maya
- Knowledge of Houdini, Shotgun, Fusion, Nuke, Git, Unreal Engine, Unity
- Python: maya.cmds, maya.OpenMaya, PySide, Shotgun, sphinx
- C++: Maya, Arnold, MtoA, Alembic, Boost
- Problem Solving
- Profiling / Optimization

PERSONAL PROJECTS:

Daisy

2013 - 2014

Daisy is an animated short of about one minute. In this project I focussed on rigging of the characters. I was also responsible for part of the animation, editing, compositing, dynamics and team-management.

Walking Insect Rig

March 2015 - June 2015

For my specialization project at university I worked on a rig for insects with a procedural walking mechanism. I wrote a python script that is integrated with the rig that makes it easy to animate the insects. Your insects will follow the terrain and the leg animation will be baked for you.