

MARCO JONGENELIS

TECHNICAL ARTIST

 mjongenelis@gmail.com

 06 - 27 65 77 11

 www.marcojongenelis.nl

Education

2004 - 2008 (Graduated)

Media Interactive Design

ROC Zoomvliet College
Roosendaal, The Netherlands

2008 - 2016 (Graduated)

International Game Architecture and Design - Visual Art Focus

NHTV University of Applied Sciences
Breda, The Netherlands

Work Experience

2006 - 2007

Internship Graphic Design

Kreateam Communicatie B.V.

Tasks included:

- Webdesign and Web Developement
- Graphic, Logo & UI Design

2008 - 2018

Self Employed Webdesigner and Developer

Tryser Interactive

Tasks include:

- Webdesign and Web development
- Client Interaction and Support

2016 - 2018

Freelance Technical Artist / VR Developer

Afterlight / Studio Apvis / Studio Smack / Studio Maslow

Tasks include:

- 3D Modelling and Texturing
- Pipeline / Rendering setup to get assets into the game-engine
- Developing projects for Oculus Rift, HTC Vive, Hololens, Mobile and Desktop

2018 june - Present

3D Technical Artist / Developer Digital Twin

Soltegro B.V.

Tasks include:

- 3D Modelling, Texturing, BIM Cleanup and creating marketing material
- Setting up and developing inhouse digital twin platform for Unity (TwinSight)
- Developing multiple Digital Twins, Visualisations, Mobile / AR / VR apps
- UI / UX Design
- Project management with external clients and giving support

About Me

Name: Marco Jongenelis

DOB: 12 / 07 / 1988

Nationality: Dutch

Location: Brighton & Hove,
United Kingdom

E-Mail: Mjongenelis@gmail.com

Portfolio: www.marcojongenelis.nl

Skills

Languages:

- Dutch - *Native*
- English - *Fluent*

Software

- Adobe Photoshop
- Adobe After Effects
- Adobe Indesign
- Adobe Illustrator
- Autodesk Maya
- Autodesk Revit
- Autodesk Navisworks
- Pixologic Zbrush
- Marmoset Toolbag
- Substance Painter
- Substance Designer
- SideFX Houdini
- Blender
- Azure DevOps
- GIT / SVN


Computer Languages

- C#
- Python
- Mel
- MySQL
- Javascript
- GLSL
- HTML/CSS
- PHP
- Unreal Blueprints / Shaders

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Honors & Awards

2011 March

Best Design

IndiePub

Chewy a 2D platforming game which was made with a team containing 9 students from the NHTV International Architecture and Design course won the award for best design. On the project I was one of the two level designers creating and testing the levels for the game using a custom made editor.

2011 April

Diamond Award

Festival of Games in Utrecht

At the Festival of Games in Utrecht Chewy was awarded with the Festival of Games Diamond Award which was presented to the best-of-show project. During the first day of the Festival all visitors could vote on the projects which they preferred.



Skills

Engines

- Unreal Engine 4 / 5
- Unity

Hardware

- Oculus Rift
- Oculus Quest
- HTC Vive
- Microsoft Hololens
- iOS Mobile / Tablet
- Android Mobile / Tablet



Hobbies and other activities

Whenever i'm not working I like to play videogames. I also like looking into the latest news in gaming technology, test the latest tech and maybe find a way to incorporate it into the current projects i'm working on.

Besides gaming my other big hobby is movies. Not only watching for entertainment but I also like to find out why some shots are framed in a certain way and how they are made.

You can also always invite me into the kitchen for some cooking and baking. I can put my creativity here in the food and it's nice to be away from the screen every now and then.