

Aidan Vangryspere *Senior Technical Artist*

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👤 He/Him

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Profile

Senior Technical Artist with a focus on AAA visuals and pipelines.

Professional Experience

Playground Games

Senior Technical Artist Jan 2022 – present

- Ownership over the visual aspects of Tech Art. Managing, maintaining and improving our shaders, materials and visual features from start to finish.
- Consistently working with other teams to push visual improvements and new features to completion, while providing a solid workflow and tools for content teams.
- Providing support for both content and engineering teams, working with proprietary engine and tools.
- Representing the Tech Art team in cross-discipline endeavours.
- Investigating and problem-solving 'black box' features and pipelines, not under any team's specific domain.
- Building and maintaining libraries used across multiple studios and projects.

Technical Artist Grade 2 May 2020 – Jan 2022

Technical Artist Grade 1 Mar 2019 – May 2020

Codemasters, *Junior Technical Artist* Sep 2018 – Mar 2019

- Developed Maxscript, Python and C# tools to enable and support content teams in their work.
- Created and improved in-game shaders using HLSL.
- Supported content teams on a daily basis, working with a proprietary engine and tools.

Skills

- HLSL and Shader-Nodes
- PBR and Rendering Knowledge
- Maxscript
- C#
- Python
- C++
- 3dsMax
- Substance

Languages

Dutch (Native) | **English** (Fluent)

French (Basic Proficiency)

German (Basic Understanding)

Projects

FH5: Hot Wheels, *Expansion* [↗](#)

Jul 2022

Forza Horizon 5 [↗](#)

Nov 2021

Steam Awards: Outstanding Visual Style

IGN Game of the Year 2021

FH4: Lego Speed Champions, *Expansion* [↗](#)

Jun 2019

Forza Horizon 4, *Live Service Updates* [↗](#)

Sep 2018

GRID (2019), *Codemasters* [↗](#)

Sep 2019

Education

Howest University of Applied Sciences,

Digital Arts and Entertainment - Game Development

2015 – 2018