# Ramon Schrauwen

Technical & Environment Artist

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## Work Experience

### LFG Studio Red, Breda — *Senior Technical Artist*

September 2022 - Present

- Improve workflows and pipelines from Autodesk Maya to Unreal Engine 5, such as through tools and shaders.
- Create procedural systems that allow artists to easily add their content.
- Lead the animation team; review and implement animations. Define setup for morphable characters.

### Enversed Studios, Eindhoven — *Lead & Tech Artist / Mentor*

March 2017 - August 2022

- End responsible for achieving desired visuals for each of the products.
- Projectmanagement.
- Continuous reflection upon the studio as a whole to improve workflows together with the Program Lead and VPE.
- Improve workflows and pipelines from Autodesk Maya to Unreal Engine 4, such as tools and shaders.
- Mentor art interns and supervise art employees.

### Enversed Studios, Eindhoven — *Generalist / Mentor*

July 2016 - March 2017

- Developed games for the company's own VR center, used blueprint for programming.
- Improve workflow and pipeline.
- Mentor interns (both programming and art).

### Moodbuilders / Enversed, Eindhoven — *Generalist / Technical Artist (parttime)*

April 2016 - July 2016

- Virtual Reality game development.
- Developing new techniques for Virtual Reality use.

### Enversed, Eindhoven — *Generalist / Technical Artist (Graduation)*

April 2016 - July 2016

- Developing a procedural environment system within Unreal Engine 4 using blueprints.

## Education

### NHTV University of Applied Sciences, Breda — *BSc*

2011 - 2016

International Game Architecture and Design.

### Gertrudiscollege, Roosendaal — *VWO/Atheneum*

Graduated in 2011

Pre–University education, Nature and Health profile with Art

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**Portfolio**
ramonschrauwen.weebly.com

**Skills**
Unreal Engine Blueprints
Shaders & Effects
Post processing
Performance optimization
Proceduralism
Rigging
Animation
Python & Mel scripting
Team & Project management
Mentoring
Workflow & Pipeline analysis

**Software Knowledge**
Autodesk Maya
Unreal Engine
Substance Suite
Houdini
Jira
Perforce

**Languages**
Dutch – Native
English – Professional proficiency
German – Basic