

FRANK BAKKER

SUPERVISOR GAME ARTIST

INFO

ADDRESS

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DATE OF BIRTH

14-05-1982

NATIONALITY

Dutch

PORTFOLIO

www.frankbakker.com

SKILLS

ARTISTIC INSIGHT

● ● ● ● ●

COMMUNICATION & LEADERSHIP

● ● ● ● ○

COOPERATION

● ● ● ● ●

PROFESSIONALISM

● ● ● ● ●

SOFTWARE

Unreal Engine	● ● ● ● ●
Maya	● ● ● ● ●
Photoshop	● ● ● ● ●
Substance Painter	● ● ● ● ○
Substance Designer	● ● ● ○ ○
Zbrush	● ● ○ ○ ○

PROFILE

I'm a supervisor game artist with 15 years of experience, worked on and shipped many titles for console, mobile and virtual reality platforms. I'm specialized in level art and design, lighting and real time vfx. Besides these specializations I'm also capable of creating low/high poly 3d assets.

I've managed teams of artists and worked together with other disciplines to create some great titles. Part of my job has been weekly communication and status updates with the client.

EMPLOYMENT HISTORY

Senior/Supervisor Artist at ForceField XR, Amsterdam

2015 - Present

Timestall (2017-2018) a humoristic puzzle room scale virtual reality game for the Oculus Quest. On this project I built and lit 90% of the levels, created all of the vfx and supported the art lead in managing the team.

National Geographic: Explore VR (2018) a virtual reality experience in Antarctica. I created most of the vfx for this title and lit the environments.

Coaster Combat (2017) roller coaster game for the Gear VR and Oculus GO. I managed the art team, cooperated with design and tech and created a lot of levels, some assets and all of the vfx.

Pet Lab (2017) a game where you are the owner of a magical creature shop for Gear VR and the Oculus GO. I created some of the assets and vfx for this game.

Terminal (2016-2017) An adventure/stealth game for Gear VR. I worked on asset creation, level building, vfx and lighting. I also supervised some of the juniors/interns on this project.

Landfall (2015-2016) Twinstick shooter for the Oculus Rift. I created a lot of the levels, worked on several assets, lighting and created about half of the vfx in the game.

Space Flight: Orbital Emergency (2015) VR Experience that can be experienced in select IMAX theatres. I worked on the initial prototype for this title, I created the earth and space skybox.

Senior/Supervisor Artist at Vanguard Games, Amsterdam

2011 - 2014

Halo: Spartan Strike (2014) Succesor to Halo: Spartan Assault. I was responsible for the management of the art team, client communication (343 Industries, Microsoft). I also created assets, built and lit levels and created most of the vfx for this title.

Halo: Spartan Assault (2012-2013) Top down twin-stick shooter created for Windows 8 mobile devices and released on iOS and Windows 8. I worked on level building, asset creation, lighting and most of the vfx for this title.

Environment Artist at W!Games / Vanguard Games, Amsterdam

2008 - 2011

Gatling Gears (2009-2011) Top down twin-stick shooter created for xbox 360, ps3 and steam. I worked on level building, asset creation and vfx.

Environment Artist at Khaeon Games, The Hague

2005 - 2008

The chronicles of Spellborn (2005-2008) A fantasy MMORPG built in Unreal Engine 2.5. I was involved in level design, level art, lighting, asset creation and some environment vfx.

EDUCATION

Hogeschool van de kunsten, Utrecht

2003 - 2005

I attended this art college for 2 years but after 2 years I discovered it wasn't the education for me, I had an opportunity to work in the games industry and decided to take that route.