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FRANK BAKKER - ART DIRECTOR & LEAD ARTIST

BIO

I'm a real-time (game) art director / lead artist with 20+ years of experience working on a broad range of games & visual experiences. Platforms include PC, console (Xbox/Playstation), VR (Oculus Quest, PC VR, PS5 VR) and mobile. My specializations are: level art, lighting, vfx and technical art.

Leading teams is what I truly enjoy, setting direction, facilitating & growing the team and creating awesome content together.

EXPERIENCE

Vertigo Games, Amsterdam – *Lead artist / Art Development Director*

NOVEMBER 2021 - OCTOBER 2026

- **UNANNOUNCED GAME** (2026) pre-production on pc/console game, as the (interim) art development director I was responsible for the project scoping, strategic decisions and we started on a visual target.
- **AAA VR GAME** Action adventure game based on a very famous IP (2024-2025), the project got cancelled as there's a small market for AAA VR games. I lead the art & vfx team, contributed hands-on and later in the project I took on the role of (interim) art development director.
- **METRO AWAKENING VR** Horror-survival shooter (2024, Oculus Quest, PS5 VR, PC VR). As a lead artist I was responsible for the level art team, vfx team and the recruitment of these teams. I also contributed hands-on, leading by example with level art, vfx & setting the mood and ambience for the game through lighting & fogging.

Force Field XR, Amsterdam – *Senior Artist*

MARCH 2016 - NOVEMBER 2021

- **ASSASIN'S CREED NEXUS** Stealth action/adventure game (2023, Oculus Quest), secondment at Ubisoft in 2021, vfx & UI.
- **DEMO PROJECTS** Demo creation for high-end VR projects using existing ip's (2019-2021), vfx.
- **TIMESTALL** Puzzle game in extreme slomo (2018, Oculus Quest), level art, lighting, vfx & supervision of juniors
- **NATIONAL GEOGRAPHIC: EXPLORE VR** VR experience in Antarctica & Machu Picchu (2018), lighting & vfx.
- **COASTER COMBAT** Roller Coaster shooter (2017, Gear VR & Oculus GO), level art, vfx & supervision of the art team.
- **PET LAB** Magical creature game (2017, Oculus Gear VR & Oculus GO), asset work & vfx.

- **TERM1NAL** Top down adventure/stealth game (2017, Oculus GearVR), level art, asset creation, lighting, vfx
- **LANDFALL** Twin stick shooter (2016, Oculus Rift), level art, asset creation, lighting, vfx.

Vanguard Games, Amsterdam — *Senior/Supervisor Artist*

OCTOBER 2010 - MARCH 2016

- **HALO SPARTAN STRIKE** Twin stick shooter (2015, Windows Phone, iOS, Xbox 360, PC), level art, lighting, assets & 90% of the vfx. I was also leading the art team and having weekly updates with 343 Industries.
- **HALO SPARTAN ASSAULT** Twin stick shooter (2013, Windows Phone, iOS, Xbox 360/One, PC), level art, lighting & 90% of the vfx

W!Games, Amsterdam — *Environment Artist*

AUGUST 2008 - OCTOBER 2010

- **GATLING GEARS** Twin stick shooter (2011 XBox 360/PS3), level art & created 90% of the vfx for the title.

Khaeon Games, The Hague — *Environment Artist*

OCTOBER 2005 - AUGUST 2008

- **THE CHRONICLES OF SPELLBORN** MMORPG (2009 PC), level art, lighting, 3d modelling and environment vfx.

EDUCATION

Nonons Management Course, Amsterdam

Management course with an emphasis on mature management. Completed while working at Force Field XR.

Hogeschool voor de Kunsten, Utrecht

After 2 years I discovered that this education didn’t fit me, I started to work at Khaeon Games shortly after.

Martinus College, Grootebroek — *HAVO*

High school education, graduated with Maths, Science, Drawing, English, Dutch

ACCOLADES

Metro Awakening VR — *Steam VR game of the year*

Metro awakening VR was awarded with the Steam VR game of the year award.