Peter de Vos

Lead artist

+316 33309565
pdevos0000@gmail.com
www.pdevos.nl

About me

I'm an experienced Lead Game Artist with 10+ years of game industry experience. I'm a motivated hands-on artist skilled in level / environment design, asset creation, performance optimization, UI design.

As a creative, analytical and structured team player I love the process of creative collaboration, and ensuring a good team morale.

Experience

Vertigo Studios Amsterdam

Formerly Force Field XR

Lead Artist

June 2021 - Present

Force Field XR

Lead Artist

January 2020 - June 2021

Senior Game Artist

January 2017 - January 2020

Game Artist

April 2016 - January 2017

Vanguard Entertainment Group

Game Artist

July 2012 - April 2016

Virtual Visualizations

Freelance graphic design

June 2011 - July 2012

Vertigo Games

Game Art Intern

February 2011 - June 2011

Skills

- Environment / asset building
- Lighting
- Texturing
- UX/UI design
- Performance optimization
- Team management
- Scoping / budgeting

Education

Utrecht School of Art and Technology (HKU)
2008 - 2012, Hilversum

Bachelor of Arts (B.A.), Game Design & Development

Hobbies & interests

- Spaceflight engineering
- Family (wife and kids)
- Movies
- Reading

Projects at Vertigo Studios Amsterdam

Undisclosed AAA VR title - multiplatform

Jun 2021 - current

Projects at Force Field XR

Facebook "Rooms" projects

Mar 2020 - Jun 2021

- Multiple projects commissioned to push high quality AR-incorporated projects to the Facebook Rooms platform
- Project lead
- UI/UX design and asset creation

Star Trek: Bridge Crew (port) [Oculus Quest]

Feb 2019 – Dec 2019

- Art team lead
- Performance optimization strategy and execution
- Outsource management
- Art direction
- UI panels optimization (batch reduction, texture merging)

Time Stall [Oculus Quest]

Feb 2018 – Aug 2018

- Art team primary
- Environment art (level blockouts, props, lighting, collision)
- Gameplay assets (battery, panels)
- UI design (UX design, visuals, iconography, screen design, part of implementation)
- Performance optimizations (performance strategy, drawcall reductions, profiling, shader complexity reductions, optimizing level construction methods)

National Geographic: Explore VR [Oculus Quest]

Jan 2018 – May 2019

- UI design (UX design, visuals, iconography, screen design, part of implementation)
- Performance optimizations (supporting role)

Coaster Combat [GearVR, Oculus Go]

Jan 2017 – May 2018

- Art team primary/lead
- Environment art & gameplay assets (team management, art direction)
- UI design (UX, visuals, iconography, animations, screen design)
- Performance optimizations (drawcall reductions, profiling, shader complexity reductions, optimizing level construction methods)

Pet Lab [Oculus Go]

Apr 2018 – May 2018

- UI art support (iconography, some UX improvements)

Term1nal [GearVR]

Feb 2016 – May 2017

- Environment art (props, lighting, collision)
- Gameplay assets (mini-games, buttons)
- UI design (visuals, iconography, screen design)
- Performance optimizations (drawcall reductions, profiling, optimizing level construction methods)

Landfall [Oculus Rift]

Nov 2015 – Feb 2017

- Environment art (level blockouts, props, lighting, collision)
- Gameplay assets (characters, vehicles)
- UI design (visuals, iconography, screen design)

Projects at **Vanguard Games**

Mythic (canceled) [iOS, Android]

Jan 2015 – Nov 2015

- UX and UI design
- Character modeling and texturing
- Environment blockout and modeling

Halo: Spartan Strike [Windows Mobile, iOS]

Jun 2013 – Apr 2015

- Environment art (props, lighting, collision)
- Gameplay assets (vehicles, weapons)
- UI design (2D visuals, iconography, screen design)

Halo: Spartan Assault [Windows Mobile, iOS, Xbox One]

Jul 2012 – Jul 2013

- Environment art (props, lighting, collision)
- UI design (2D visuals, iconography, screen design)

Projects at **Vertigo Games**

Internship (Feb 2011 - Jun 2011)

Adam's Venture 2 [steam]

- Modeling, texturing, asset placement

Adam's Venture 1 [steam]

- Graphical improvements for re-release
- Added a puzzle from concept to in-game

IRIS [pitch]

Serious game focusing on training emergency services

- Modeling, texturing
- UDK shaders
- Motion capturing with suit (incl. plotting and working with motion capture data)