Waldo Bronchart

wbronchart@gmail.com
+1 (514) 793-9731

Skills

Languages

General: C++, C#, Python, HLSL/CG/GLSL, Mel
Libraries: STL, Boost, QT, WPF, Maya API, DirectX, OpenGL, Blender API, S3
Web: HTML, CSS, PHP, JavaScript, jQuery, MySql
Human: English, Dutch, conversational in French

Software

Content Creation: Photoshop, Maya, 3DS Max, Blender, Houdini, Illustrator, After Effects, ZBrush
Game Engines: Unity, Unreal, XNA
Development: Visual Studio, MonoDevelop, PyCharm, Perforce, Git, SVN, Jira, Confluence

Experience

Ubisoft - Montréal, Canada

Technical Artist — June 2016 - Present

- Working on procedural generation tools for a triple-A title

Turbo Studios - New York City, USA

Front End Engineer, UI Artist — April 2014 - Jan 2016

- Worked on Super Senso (2016), a turn-based strategy game for iOS and Android
- Designed and implemented visuals for the entire game UI
- Created shaders that fit the game art style, within constraints of target platforms
- Provided technical direction, training, and support for the art team
- Architected and implemented an efficient content creation pipeline under tight time constraints
- Implemented various game specific systems like cameras and in-game user feedback elements
- Created a system to externalize game assets and minimize app size (AssetBundles/Amazon S3)

BossAlien (NaturalMotion, Zynga) - Brighton, UK

Lead Technical Artist — September 2011 - March 2014

- Worked on CSR Classics (2013) and CSR Racing (2012), #1 game on iOS and Android app stores
- Created a content and effects pipeline for high definition car assets
- Created realistic shaders and a runtime decal system for in-game cars
- Implemented various game systems like UI, cameras, environments and effects
- Developed procedural generation tools for roads and city blocks with Houdini and Unity3D

Disney Interactive Studios (Black Rock) - Brighton, UK

Technical Artist — February 2010 - September 2011

- Received full-time offer after successful 3-month internship
- Worked on Split/Second: Velocity (2010), AAA game for PS3 and XBox360
- Implemented new content pipelines as the art team shifted from proprietary tools to Maya
- Research into shader authoring tools and tool development with the Maya C++ API

Neopica - Ghent, Belgium

Environment Artist — July 2009 - September 2009

ATX - Ghent, Belgium

Graphic Designer, Web Developer — July 2006 - May 2010

Extra

Education

Digital Arts and Entertainment (2007-2010)
HOWEST, Kortrijk, Belgium
Bachelor degree in computer science and digital arts
Graduated magna cum laude
Awarded the prize for best student game project and was selected to be featured on university website

Portfolio

Personal: waldobronchart.be/portfolio
Github: github.com/waldobronchart
Vimeo: vimeo.com/waldobronchart
Interests: game dev, machine learning, photography, data-vis, traditional art, visual effects, procedural generation, travel