

Wilbert Oosterom

3D Environment Artist

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Nationality: Dutch

Date of Birth: 17-07-1992

Place of Birth: Malang, Indonesia

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Portfolio: wilbertoosterom.com

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Skills

3D Modelling (Maya, Zbrush, Speedtree)
Texturing (Photoshop)
World Building (UE4, Cry Engine, Unity)
Traditional Drawing and Painting

Interests

Philosophy, Classical Music, Hiking

My objective is to create visually stunning and immersive environments. Environments that tell the player a story and affect them emotionally like a good movie or book can do.

Work Experience

Junior Environment Artist

Guerrilla Games, Amsterdam, Feb 2016 - present

Creating and set dressing environments for Guerrilla Games's new ip Horizon: Zero Dawn

Script Developer

Coosto, Eindhoven 2015-2016

Part-time job where I help with the development of scripts that support Coosto's web crawlers, mostly using python and regular expressions.

Environment Art Intern

Guerrilla Games, Amsterdam 2014-2015

A 6 months internship where I worked on vegetation assets for Horizon: Zero Dawn.

Education

Bachelor of Engineering (BEng) in Game Architecture and Design (cum laude)

NHTV University of Applied Sciences, Breda

2010-2015

Senior General Secondary Education (HAVO)

Dr-Knippenbergcollege, Helmond

2004-2010