

SIETSKE WIELSMA

Tokyo, Nerima, Hiyamiya 4-39-19

070-89652881

sietskewielsma@hotmail.com

[Art Station](#)

[LinkedIn](#)



ABOUT ME

I like to make a game feel wholesome. I developed a love for collaboration, working together with lighting, audio, texture and props specialists to make compelling scenes that tell their own stories. Working side by side with designers that challenge me has been a huge source of inspiration for me as their requirements open a path of creativity for me. Before my current role as all-around Environment Artist / Set dresser I occupied various positions that let me help with pre-production modeling, sculpting and texturing. While I do not use all these skills on an everyday basis, I will use everything in the toolbox to get a task done efficiently.

Outside work you won't find me behind my PC, living in Japan has been a blast for me. I love the big and small adventures living here gives me. It also motivates me to continue my Japanese studies. When I am not out and about, you can find me huddled with a good book, playing the occasional video game or experimenting in the kitchen.



EXPERIENCE

Senior Environment artist | Shapefarm

NOVEMBER 2021 – CURRENT

Level Art: My role started as a Level Artist in a project co-developing an unannounced title with a Japanese team. We were working closely with Design to make game requirements meet Level Art. This resulted in close communication between the various designers and artists as well as Tech Artists translating our needs to their tools to make our lives easier.

Environment Art: While working on Flintlock: the siege of dawn, on top of my original role, I have been supporting the overseas environment art team to help them deliver their project. Providing inspiration, working as go-between, doing reviews for consistent quality in visuals, and handling the unexpected were some of the many responsibilities that I was handed out.

Environment artist | Advanced Technology Division (Square Enix)

JANUARY 2019 – NOVEMBER 2021

Environment Art: Creation of assets for undisclosed project(s). (modeling, sculpting, texturing, material creation) Setting up and advising on art workflow. Strong communication with the tools team to facilitate the art team's needs. Onboarding and supervising junior members in our team.

Character Art: Support in creating and art supervision of non-realistic characters for other undisclosed projects as well as for GDC research papers for colleagues inside ATD.

Generalist | Clevr

APRIL 2017 – JANUARY 2018

As the generalist artist at CleVR I was responsible for creating or optimizing the environments for Therapeutic training purposes in VR.

Freelance | Random Studios

SEPTEMBER – OCTOBER 2017

Asset creation for an interactive metro platform installation for Louis Vuitton, in cooperation with Naivi.

Freelance | Random Studios

MARCH 2017

Asset creation for an interactive flying installation for Louis Vuitton, in cooperation with Naivi.

Environment artist | Guerrilla Games

FEBRUARY – SEPTEMBER 2016

My tasks, in the last stage of Horizon Zero Dawn, were to fill up the world with small and bigger settlements, camps and dress quest areas.

Character assert artist | Nixxes Software

JUNE – AUGUST 2015

My main task was to greatly reduce the polycount of the many NPC's and enemies for the ported Xbox 360 version of Rise of the Tomb Raider.

Environment art internship | Guerrilla Games

NOVEMBER 2012 – MAY 2014

During my internship I created reusable blocks that had to be constructed in cooperation with the concept art team. During this time, I also built bigger structures using these reusable blocks.



SKILLS

- Level Art / World Building
 - (Procedural) Texturing
- Polygonal modeling for high and low-resolution purposes
- Sculpting characters, models and details for texturing
- Cloth simulation for characters and world dressing
- Working with real-time as well as VR limitations



EDUCATION

Bachelor of engineering | NHTV University of applied sciences

GRADUATION 2014

I graduated with a project in customizable clothing in Unity.