

## Personal Information

**Name:** Karim Baz  
**Date of Birth:** June 4<sup>th</sup>, 1990  
**Nationality:** Dutch  
**Residence:** Breukelen, the Netherlands  
**Languages:** Dutch (fluent), English (fluent)  
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A passionate animator with a drive to create compelling games. With a strong preference for working in a multidisciplinary team I strive to bring animations to life and make sure they're functional and feel right for the player. Having a problem-solving mindset and experience with all technical aspects of game animation I bring a solid understanding of pipelines, plus an ability to create scripts that speed up the animation workflow without losing quality.

## Employment History

Company	Time Period	Job Description
Guerrilla Games <i>Horizon: Zero Dawn</i>	June 2013 – Present	Animator and Motion Capture Technician
RageSquid <i>Action Henk</i>	November 2013 – May 2015	Volunteer Animator
Guerrilla Games <i>Killzone: Shadowfall</i>	December 2012 – June 2013	Junior Animator
Guerrilla Games <i>Killzone: Shadowfall</i>	November 2011 – August 2012	Animation Intern
ICT Professionals	January 2010 – September 2010	3D Generalist
Playlogic Game Factory	March 2009 – August 2009	QA and model fixer

## Education

Course	Time Period	Type of Education
iAnimate Games Workshop 1	July 2015 – September 2015	Online Animation course
Scott Eaton Human Anatomy	December 2013	Four-day course
NHTV University of Applied Sciences	2007-2012	Visual Art Bachelor course (unfinished)
NOVA College Montfort	2002-2007	Highschool (HAVO)

## Software Knowledge

### Animation

Autodesk Maya, Autodesk Motionbuilder, Autodesk 3DS Max (basic), NaturalMotion Morpheme (basic).

### Motion Capture

Vicon Blade.

### Game Engines

Unity, Unreal Engine and Decima. Blend networks and state machines.

### Rigging and Scripting

MEL, Python in Autodesk Maya (basic). Rigging in Autodesk Maya (Basic).