

# Feike Postmes

## Houdini Technical Artist

Tokyo, Japan  
feikepostmes.com

### Work Experience

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#### Technical Artist | Applied Intuition

October 2021 - present

- Working on simulation technologies for autonomous vehicles
- Focusing on procedural world creation

#### Technical Artist | Square Enix Japan

July 2020 - October 2021

- Advanced Technology division - research department of Square Enix
- Main focus on evangelization of Houdini in the company
- Environment creation/procedural modeling
- Creating large scale environments (generating buildings, roads, etc.)

#### Work Placement | Square Enix Japan

June 2019 - October 2019

- Research project: [Building\\_generator](#)

#### Co-founder | Dokai Tutorials

2018 - 2019

- Created YouTube tutorials with a focus on proceduralism
- [Dokai YouTube channel](#)

### Education

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#### International Game Architecture & Design | Breda University of Applied Sciences

2015 - 2019

- Visual Artist specialization

### Core Skills

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- Houdini
- Vex
- Python Scripting in Houdini

### Engine Experience

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- Unreal Engine 4 & 5
- Unity
- Proprietary