

# Remco Nijs

## Performance Capture Artist

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📍 Espoo, Finland

📅 24/01/2002

🌐 [linkedin.com/in/remconijs](https://www.linkedin.com/in/remconijs)

🔗 [My Portfolio Website](#)

### 🧠 SKILLS

#### Qualisys

Qualisys track manager  
system maintenance  
Data Cleanup

#### Vicon Motion Capture Technology

Shogun Live  
Shogun Post

#### Xsens Motion Tracking System

MVN Animate

#### Autodesk Motionbuilder & Maya

Motion Editing  
Facial animation processing  
Mocap solving

#### Unreal Engine

Blueprint Visual Scripting  
Animation Blueprints & Relevant Subsystems  
Metahuman Animator (basics)

#### DI4D Facial Capture

Shoots, manual tracking and neural network  
creation

#### FaceForm HMC

Shoots, operation and maintenance.

### 🎓 EDUCATION

#### Creative Media & Game Technologies BSc

Breda University of Applied Sciences  
08/2020 – 10/2025  
Design and Production Track

### 🌐 LANGUAGES

**Native Dutch**

**Fluent English**

CEFR level C1

### 👤 PROFILE

I am a Performance Capture Artist with a drive for problem-solving using new technologies.

Coming from a theater background I've found myself deeply invested in motion capture, both in the stage experience and its relevant tech and software.

### 📁 PROFESSIONAL EXPERIENCE

#### Remedy Entertainment Plc [📍](#)

Performance Capture Artist

04/2025 – present | Espoo, Finland

- **I work across multiple game projects** providing facial and motion capture as a service.
- **Experience operating a Qualisys motion capture stage** with professional actors. Includes data processing.
- **Experience working with both a 4D facial capture system and HMC's** handling both shoots and processing of data.
- **Worked on improving performance capture pipelines** alongside seasoned developers.

### 📁 EXTRA-CURRICULAR ACTIVITIES

#### Student Representative

Breda University of Applied Sciences

08/2020 – 04/2025

#### Supervisor Motion Capture Team

Breda University of Applied Sciences

09/2024 – 04/2025

- **Acted in a mocap shoot as a samurai** as a part of a third-year animation student project.
- **Ran and operated the mocap stage** utilizing Shogun Live for capturing and Shogun Post for mass cleanup and exporting.
- **I directed a Martial Arts shoot featuring 2 combat sport experts** for a fighting game I'm making as a personal project.
- **Cleaned up and edited mocap data in Motion Builder** solving in shogun post and retargeting to custom rig in motionbuilder before tweaking with story editor.

### 📁 NON-INDUSTRY WORK EXPERIENCE

#### Student Ambassador

Breda University of Applied Sciences

09/2023 – 04/2025 | Breda

- **Presenting the CMGT course at high schools** across the country.
- **Representing the CMGT course at national study conventions** like StudieBeurs Zuid.
- **Giving campus tours** to international visitors.
- **Talking to people at open days about my experience learning Game Design** at Breda University of Applied Sciences.