



Terry Mulder

Team Lead and 3D Real-Time Environment & Vehicle Artist

About me

I am a versatile, enthusiastic, driven, proactive and detail-oriented Team Lead and 3D Technical Artist with 18+ years of experience in real-time simulation, 3D modelling and Unity development.

I have a proven track record in leading teams, structuring and optimizing workflows, and delivering high-quality vehicle and environment assets for high-end motion simulators. I combine hands-on production with project coordination, setting priorities and maintaining consistent quality across multiple areas of work.

I collaborate closely with engineers, artists and stakeholders, acting as a bridge between disciplines to translate complex technical and visual requirements into reliable, production-ready solutions while ensuring consistently high standards.

My strengths include clear communication, organization, ownership and coaching and mentoring team members. I bring a solution-driven mindset to complex, performance-critical projects and I am used to balancing hands-on contribution with maintaining overview, ensuring projects are delivered efficiently and to a consistently high standard.

Contact Details

- Available upon request
- tacmulder@gmail.com
- www.terrymulder.com
- www.linkedin.com/in/terrymulder
- Leidschendam, NL
- 16 September 1983

Tools & Technology

3D Modelling & Data Processing

- Autodesk 3ds Max
- Autodesk ReCap
- CloudCompare

Texturing & Materials

- Illustrator
- Lightroom
- Photoshop
- Substance Designer
- Substance Painter
- Substance Sampler

Game & Simulation Engines

- Unity (HDRP, ShaderGraph, VR/XR)
- Panthera (Cruden proprietary)

Video & Audio

- Adobe Premiere Pro
- FMOD Studio

Collaboration & Productivity

- GitLab
- Microsoft Office
- TeXstudio (LaTeX)

Ai & Generative Tools

- Stable Diffusion
- Adobe Firefly
- ChatGPT

Experience

Team Lead 3D Real-Time Environments & Vehicles Artist

Cruden BV, Amsterdam

2015 - Present

Promoted to lead a team while continuing core development work. Responsibilities and achievements include:

- Managing and supporting a team of developers, providing guidance and mentorship to ensure high-quality and on-time deliverables.
- Creating and optimizing workflows to improve development efficiency and streamline project pipelines.
- Developing custom tools in Unity to aid development and enhance productivity.
- Creating, improving and overseeing quality control processes, improving overall project quality and customer satisfaction.
- Planning and coordinating project timelines, balancing time, budget, and quality requirements.
- Serving as the primary contact between (internal) clients and the team, streamlining communication.
- Providing concise, actionable feedback to team members while proactively identifying and addressing potential project roadblocks.
- Designing and delivering training programs, including course materials, remote and on-site sessions.
- Ensuring structured workflows and organizing collaboration in multi-user projects through disciplined use of Git.



Terry Mulder

Team Lead and 3D Real-Time Environment & Vehicle Artist

Experience (continued)

3D Real-Time Environments & Vehicles Artist

Cruden BV, Amsterdam

2007 - Present

Soft skills

- Leadership & team management
- Clear and effective communication
- Structured and organized way of working
- Decision-making & ownership
- Mentorship, coaching & knowledge sharing
- Problem solving & analytical thinking
- Planning, prioritization & time management
- Stakeholder, client & expectation management
- Cross-disciplinary collaboration
- Initiative & proactive mindset
- Adaptability & versatility
- Process improvement & workflow optimization
- Attention to detail & quality focus
- Reliability & calm delivery under pressure
- Driven to continuously learn and develop

Languages

- Dutch, Native
- English, Fluent

Education

Bachelor of Information and Communication Technology

Haagse Hogeschool 2001–2007

Graduated: Jan 2007

- Final thesis on "Improving performance for driving simulators", focusing on analyzing, identifying and optimizing the performance for real-time 3D environments.

3D Environment Modelling

- Developing detailed environments from LiDAR, CAD, DEM, or satellite data.
- Focusing on high accuracy and optimized environments for high end simulator visual systems (4K, 240FPS, XR/VR).
- Streamlining workflows to maximize results within time and budget constraints.
- Skilled in analyzing, cleaning and generating LiDAR point cloud datasets.
- Committed to enhancing realism and user immersion through accurate modeling and material/texturing workflows.

3D Vehicle Modelling

- Creating high-quality 3D vehicles for motorsport, automotive, and marine industries.
- Experienced in building from 2D and 3D CAD, blueprints, photographs or fictional concepts.
- Skilled in UV unwrapping, PBR texturing workflows and preparing optimized assets for seamless integration into simulation projects.
- Incorporating features such as multiple Levels of Detail, blur models, controllable lighting, functional gauges, audio, and other bespoke systems.
- Focusing on tight integration between visual, vehicle model and software components.

Unity Development

- Proficient with HDRP, PBR, Shader Graph, light baking, and software-driven animations.
- Strong technical focus on performance optimization and immersive user experiences.
- Integration of proprietary software elements, external vehicle models, custom controls, and audio within Unity.
- Developed tools and AI-assisted scripts to streamline workflows and automate tasks.

2D Design

- Design of dials, gauges, and full ADAS instrument clusters for vehicle simulations.
- Collaborate with internal teams to improve UI for software suite.

Marketing & Visualization

- Produced high-impact visuals, videos, and imagery for marketing campaigns, website, and sales materials.
- Used generative AI tools (Stable Diffusion, Adobe Firefly) to aid production of marketing visuals and design references.
- Proficient in photography and videography, applied as needed.