

Étienne Boisseau – Intermediate 3D Artist

Quebec, Qc

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Portfolio: <http://ArtByBoyso.ca>

Personal profile

I am a highly motivated, creative and versatile 3D environment artist. I am passionate about video games and the entire 3D universe. I am meticulous as well as a hard worker that is always result-oriented and at ease working with multidisciplinary teams in a fast-paced environment. I am a fast learner that can quickly adapt to new processes, guidelines or changing priorities. I am also proficient with 3Ds Max 2011, UDK, Photoshop, Zbrush, xNormal software. I am a self-starter and well organized “team player” with strong initiative and leadership.

Professional and Personal experiences

Intermediate 3D Artist – Beenox (Activision/Blizzard) Nov 2012 - Currently

Skylanders Trap Team
The Amazing Spider-man 2
Skylanders SwapForce

Weapon Artist - Freelance Jan. 2012 – Nov. 2012

Red Orchestra 2: Rising Storm DLC

- Creates next-gen weapon assets for use in-game. Creates models, unwraps, bakes and textures and export for the rigger.
- Acts as the “go to” person for everything related to the implementation of weapon assets in the game.
- Ensures all bug logs are corrected and assets are re-loaded correctly.

Volunteer Nov. 2011

Montreal International Game Summit, Montreal

- Assist the guests to the various conferences at the event.

Participant Summer 2009

Ubisoft's Immersion Camp, Montreal

Skills and competencies

Languages: French, English

Computer skills: 3Ds Max 2011, UDK, Photoshop, Zbrush, xNormal.

Excellent technical knowledge of the different software and techniques used today in the industry. Great sense of detail and organization to deliver projects on time. Competency in the optimization and revision of existing objects, props and environments to meet project guidelines. Good knowledge of the development pipeline and of the interaction between the various teams. Good knowledge of the different platforms, game engines and their restrictions. Great flexibility to perform any other related task.

Education

Attestation of collegial studies in Video Games

Jan 2011 – Dec 2011

Inter-Dec College, Montreal – *Graduated with honors*

Studies in Aircraft Conception

2010

École Nationale d'Aérotechnique

Completed Courses in Applied Maths in Aerospace, Blueprints, Materials, Structures, Turbine Engine Introduction, Introduction to Machining

Studies in Visual Arts

2009-2010

Cégep du Vieux-Montreal

Completed courses in Spatial Organization, Observation Drawing, Color Application, Art History and Photography

References available upon request.