

GAËTAN PERROT

Environment Artist

Horsham, United Kingdom
French Nationality
g.perrot1@gmail.com
(+44) 7 45 10 10 180
<http://korann.fr>

EXPERIENCE

CREATIVE ASSEMBLY (SEGA) May 2015 - Present

Environment Artist - Halo Wars 2 (PC, XOne)

Responsible for modeling, texturing, integrating and optimizing environments, props and buildings for the strategy game Halo Wars 2.

STREUMON STUDIO October 2013 - May 2015

3D Artist - Environment Artist - Space Hulk Deathwing (PC, PS4, XOne)

Responsible for environmental and gameplay assets modeling / level composition and lighting for the upcoming game Space Hulk: Deathwing (Warhammer 40K universe).

UBISOFT ANNECY March 2013 - June 2013

Props Artist - Assassin's Creed IV Black Flag (PC, PS3, X360, PS4, XOne)

Responsible for creating weapons and props dedicated to the playable characters in the multiplayer part of Assassin's Creed IV: Black Flag.

MANDO PRODUCTION August 2012 - December 2012

Environment Artist - Hills of Glory 3D

Responsible for modeling, texturing, integration and lighting of various levels of the mobile game Hills of Glory 3D.

LBPSAM (La Banque Postale) January 2012 - April 2012

Freelance Artist

Responsible for the whole visual part of a internal learning game, including 2D concept, character and environment modeling.

EDUCATION

ISART DIGITAL September 2010 - July 2012

Bachelor in Game Art and Production

Major in Environment Art. I also studied concept art, animation, character modeling and rigging for real-time CG. Got an award at **Hits Playtime 2** (Le Monde.fr student contest) for my graduation project **Nexus**.

BLANCHE DE CASTILLE HIGH SCHOOL 2006 - 2010 | France

High school diploma - Economy and Sociology

SOFTWARE SKILLS

3D SOFTWARES : Maya, 3Ds Max, Zbrush

2D SOFTWARES : Photoshop, Substance Suite, Quixel Suite

ENGINES : Unreal Engine 3 & 4, Unity 3D, Anvil (Assassin's Creed)

OTHERS : UV Layout, xNormal, Marvelous Designer, Keyshot, Perforce

TECHNICAL SKILLS

Organic and hard surface high poly modeling.

Baking high to low poly models.

Creating fully procedural PBR textures in Substance Designer.

Good sense of composition and lighting.

Able to set-up and animate assets.

LANGUAGES

FRENCH : Native language

ENGLISH : Bilingual

GERMAN : Beginner