

NICOLAS MILLOT

3D/ENVIRONMENT ARTIST

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PROFILE

I am a fast learner, proactive and reliable, capable of working efficiently both in a team or self directed. I am easy to work with and liaise easily with staff from various disciplines. I have a good experience in the industry and a broad knowledge of 3D packages and techniques, having worked on a broad spectrum of projects. I am very attentive to details in my work, mindful of others and always eager to learn from my peers or to pass on tricks learnt along the way and mentor juniors. I love 3D in all its form taking inspiration everywhere to better myself as an artist. I am a dynamic person with a (hopefully!) good sense of humour.

PROFESSIONAL EXPERIENCE

Nov2018 – Current

Allegorithmic (Adobe)

3D artist

Communication / Products / Arch-Viz / Demos

Duties involved creating and recording demo content used by other artists and sales for live demo or to serve as content on Substance website. Creating demo scenes in UE showcasing substance capabilities and integrations. Performing Alchemist and Painter demo to clients from various industries. Creating promotional content for Alchemist private beta releases up to public release using Vray, UE or Corona. Creating promotional content for Substance Source Architecture release using Corona . Created POF for the Ivy dynamic painter brush. Occasional support on scanning. The large freedom we have in the company put my self direction, proactivity and technical knowledge to the test.

Mar2017 – Oct2018

Arkane Studios Lyon

Level Architect

Wolfenstein: Youngblood (Zenimax. In collaboration with MachineGame, Multi)

Oversight and ownership on the creation of the two version of the Riverside mission from start to finish. Duties involved layout and circulation blocking, map building using modular pieces, set dressing and first lighting pass. It was done in tight collaboration with a Mission Scripiter, Props and Texture Artists. I also had to liaise with other disciplines and external studio staff since it's a multi studio project. Finally, I provided additional support for thematization and set dressing in another Paris level.

Aug 2015 – Feb 2017

Ubisoft Anancy

Level Artist

Tom Clancy's The Division + Lost Falcon DLC + Stolen signal DLC (Ubisoft, Multi)

Duties on the main game mostly involved set dressing for indoor and outdoor sections of Lincoln tunnel and Brooklyn precinct missions as well as debugging. On Lost falcon DLC's, I took part in the art direction, building and set dressing. This mission was developed in close collaboration with two other artists and a designer. On Stolen signal DLC, I was responsible of one of the 4 wings of the mission + the lobby from conception to delivery. The main challenge was to bring realism, purpose and rich details in a gameplay focused environment while working under strict technical limitations and very short deadlines. Keeping a consistent direction with the two other artists on such confined map was also key.

Nov 2014 – Jul 2015

Ninja Theory

Environment Artist

Disney Infinity 3.0 : Star Wars Twilight of the Republic (Disney, Multi)

Ownership on the creation, dressing and texturing of various levels from rough whitebox outlines as well as first pass lighting. worked closely with level designers to marry art and gameplay, creating new routes and level of interaction for the player. First pass lighting. Modelling and texturing of various "toy like" gameplay objects, props and ambient spaceships. Understanding of shapes, proportions and silhouette was essential.

May 2014 – Nov 2014

Mi - Makers & Innovators

3D Artist (Contract)

Architecture and Visualization

Modelling, texturing, lighting and rendering of various stores and shops units for commercial buildings. Creation of detailed Vray materials for close up interior scenes. Creation of animated foliage with Speedtree for exterior renders. To reach new clients, I helped the company to push their use of realtime solutions by modelling, lighting and texturing an apartment interior and its furniture in Unity 4. I learned to work fast, with a lot of flexibility, handling multiple tasks and project at once.

Sep 2013 – May 2014 **Playground Games**

Environment Artist Grade 2

Forza Horizon 2 (Microsoft, XboxOne)

I developed our workflow to create landscape with WorldMachine and participated in its integration in the pipeline with the tech art team. Participated in the development of modular building workflow. Created benchmark assets and buildings for outsourcer. Created benchmark vista terrain for outsourcer. Creation of areas of the map (Tuscany and France/Italy border) from whitebox to final art, including terrain sculpting, splat map creation and scene composition. Before leaving, I also managed two person for a month for the creation of one of the multiplayer area.

Sep 2011 – Sep 2013 **Playground Games**

Environment Artist

Forza Horizon + Rally Expansion DLC (Microsoft, Xbox360)

I development of the road texturing workflow in collaboration with programmers. Asset and trees/grass creation and placement. Scene composition on varied locations (Forest, desert plains, large city). Road texturing. Visual and functional concept and design on one of the multiplayer arenas. LOD and collision creation. I learned to work on vast environments, achieving the best quality possible within tight budget and deadlines. The very short development cycle regarding to the scope of the project was not leaving room for any rework. It taught me to plan and organise my tasks to produce fully polished art all along the project.

Aug 2009 – Aug 2010 **Bizarre Creations**

Environment Artist Intern

James Bond Blood Stone (Activision, PS3, Xbox360, PC)

Duties involved static and physical props modelling and texturing. Environment concept, design and creation on various levels. It taught me to produce sections of levels from scratch while keeping a consistent style with the rest of the team. I learned to quickly produce optimized assets getting the best from our tech and shaders. I worked closely with the Level Designers to push level design toward art considerations whenever possible.

EDUCATION

University of Teesside

2008 – 2011 **BA (Hons) Computer Games Art (First)**

DUETI (Diplôme Universitaire d'Etudes Technologiques International)

2007 – 2008 **(First)**

DUT (Services et Réseaux de Communications)

2005 – 2007

SOFTWARE EXPERIENCE

Maya	
Photoshop	
Substance Painter	
Substance Designer	
Substance Alchemist	

3D Studio Max	
Zbrush	
Unreal Engine	
Corona	

Teaching

Emile Cohl School – Lyon. Teaching Basics of Maya and modelling.

Sept 2019

Ynov School – Lyon. Will be teaching Substance painter.

Janv 2020 – Feb 2020

INTERESTS

I have a deep interest in photography Streets/Archi/Moments. It's also a good excuse to travel. I've also been playing drums for years in various bands. I obviously enjoy gaming, with a soft spot for retro games. I play badminton in a club.