

# 3D ENVIRONMENT ARTIST

NICOLAS MILLOT

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## PERSONAL PROFILE

Fast learner and proactive, I am capable to work efficiently both in a team or alone. I am someone nice to work with; strongly motivated and passionate. I also have a good understanding of industry constraints and requirements. I am curious, attentive to details, and always glad to explore new horizons.

## SKILLS

**Core skills:** Maya, 3DsMax, Photoshop, Unreal Engine 3.

**Other skills:** Zbrush, VFX and animation with Max, traditional drawing

## WORK EXPERIENCE

**August 2009 – August 2010:**

Environment Artist Intern - Bizarre Creation

Placement year. (Worked on **James Bond Blood Stone**)

Started by modelling and texturing props for the game and learning the company workflow. I then moved to the environment team where I built and textured entire sections of levels. I learned to quickly produce assets while keeping strong aesthetic quality and optimization in my work.

**October 2010 – May 2011:**

Animator – Game Development Project

Computer Games Art module

Worked in a student team of fourteen people to produce a 2D scrolling game using 3D assets converted to sprites. I animated all the characters of the game within 3Dsmax and converted the renders into sprite sheets. I learned to work with a different pipeline.

**April – June 2007:**

Web developer Intern - CC74

Placement requested by the school.

Programmed a web site for a company making wardrobes. I had to keep a regular contact with them to create a product closely fitting to their expectations. I learned to work with a very demanding customer under tight deadlines.

## EDUCATION

### **Sept 2007 – May 2011:**

BA(hons) Computer Games Art

Currently undertaking final year expecting first grade. The year is mainly orientated around a personal project. Therefore I am exploring Unreal Engine 3 workflow by creating a playable scene answering current generation quality requirement. I am improving my modelling, texturing and lighting techniques.

- Teesside University (Middlesbrough, UK)

### **Sept 2007 – May 2008:**

DUETI (Diplôme Universitaire d'Études Technologiques International)

A specialization year spent in a foreign university to improve technical and lingual skills. I fulfilled the first year of the Computer Games Art course with first grade.

- University of Teesside (Middlesbrough, UK)

- Burgundy University (Dijon, France)

### **Sept 2005 – June 2007:**

DUT Services et Réseaux de Communication

A two-year university degree teaching both art and technical skills in various areas such as web-design, visual communication, programming and network management.

- Burgundy University (Dijon, France)

### **Sept 2002 – June 2005:**

Baccalauréat S

Equivalent to an A level specialized in Sciences.

## LANGUAGES

French: Mother tongue

English: Fluent

## ACTIVITIES AND INTERESTS

Play drums since six years and I'm learning bass guitar.

Play and enjoy games of all genres.

Read fantasy books: Stephen King, George R.R Martin, David Eddings . . .

Interest in 3D animated movies from great studios as well as student projects coming from famous animation schools.

Like to travel and do outdoor activities such as biking and fishing.

Helped to organize gigs in my village during four years. I managed the advertising team.

**References available upon request.**