



Paul Brousse

3D environment artist

PROFIL

Passionate about the video game industry since youngest age. I quickly learned the ropes of the trade by pure passion. Being also a fan of open air and nature I started working in this sector for several video game compaignies and 3D visualization software.

DESIGN

CREATIVITY

GROUP WORKING

ENGLISH

CONTACT

Cellphone Number

+33 (0)787843588

Skype

nito945

E-mail

paul.broussepro@gmail.com

WORKS.

2020

Cum Creative

3d subcontractor

I made few trees for their client, for a Xcom like Game
Full PBR, AAA Games ready models

cum.

2020

Moicon

Moicon digital Twin

I made a full 3d vegetation environment stuff base on norway environment
I made two versions, one high and one low of each models about 60 models



2019

Rockstar Games

Video game studio / London (UK) / Employee

05/2019-09/2019
I worked as a vegetation artist for Rockstar Games London,
I used to make AAA quality vegetation models.



2019

Instinct Game

Video game studio / Egypt / Freelance

12/2018-03/2019
I worked on behalf of instinct game as environment artist,
I was solicited to use the photogrammetry, to integrate
models scanned trees into models 3D.



2018

LUMION

3D Visualisation / Netherlands / Freelance

08/2018-09/2018
I worked as an artist environment for Lumion.
I created environment models based on reference photo.



2018

VIDEO COPILOT / THX

Studio FX / USA / Freelance

04/2018
Creating an animation and a complete scene in realtime
on the Unreal Engine 4 for a movie.



2017

JDO-Univers

French video game studio / Corse (2a) / Freelance

10/2017-12/2017
I was asked to create a complete environment, more
80 models for a video game in the production yard.



SOFTWARE (There is actually more than all of that)

Unreal Engine 4 (each version)

Speedtree

Quixel mixer / suite

Substance Painter / Bitmap2Material

World machine / World creator 2.0

Substance Designer

3dsmax 2019/2020

Xnormal

SKILLS

Environment art

Lowpoly/Backing/Texturing

Hardsurface : Building,vehicle,...

3D Animation

Zbrush

Akeytsu

Photoshop

Agisoft PhotoScan

SCHOOL PATH

2018

Microtechnology degree

June Lycée Edouard Branly / Créteil (94)

2017

Microtechnology professional study certificate

June Lycée Edouard Branly / Créteil (94)

HOBBIES

Video Games

Sport

3D

Guitar

LINKS



www.artstation.com/paul_brousse



www.sketchfab.com/Nito94000