

Environment artist

My name is Matthieu Chollet and I have been working in the video game industry since 2013.

Thanks to my three years post secondary Art School degree and my three years in the game industry i have gained a full range of artistic and technical skills that allow me to be a great asset for team .

Education

Bachelor in 3d entertainment graphics degree at Bellecour Ecole d'Art in Lyon, France

During those 3 years i studied all the 3d pipeline. From Modelling to compositing.

But also animation ,Classic Art ,Composition ,Storytelling ,Sound Design ,History of Cinema.

And also co-directed a trailer for a kids tv show

Softwares

- 3ds Max
- Maya
- Zbrush
- Photoshop
- Uv Layout
- Quixel Suite
- Substance Designer 5
- Substance Painter 2
- Speedtree
- Unity 5
- Unreal Engine 4
- Marvelous designer

Skills

3d Modeling

- Low Poly and High poly modeling for environments , props and characters.
- Efficient at high polygon sculpting and at baking process of those details

Texturing

- Confident with use of photo manipulation and hand painting in photoshop and other texturing softwares
- Full understanding of PBR process both theoretically and in practice
- Thorough knowledge of procedural texturing
- Very good understanding of nodal shaders within games engines

Composition and art

- Over six years of training in what makes an image and a scene beautiful
- Great sensibility to composition in paintings ,cinema and video games

Social Skills

- Love working in a team
- Easy going and friendly
- my main goal : to carry a project from beginning to its end while always pushing the limits of what's possible
- Speak both French and English fluently

Experiences



2013 - 2016

CG artist/Technical Artist/Game artist

Task: Create all Characters ,Environment and props on 4 unannounced mobile games and one HTC VIVE VR game



ENVIRONMENT ARTIST

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Create Pre-rendered marketing materials

References

Juan Cruz Baldassare :

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CEO co-founder, Copernicus Studio

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