

# Meurisse Thomas

| Environment Artist

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## About me

I'm a young and motivated environment artist. Always eager to produce great art and improve myself. Contact me for partnership or freelance contract via my email address.

### Skills

Model and texture high quality game ready assets (both low and high poly)  
Deep understanding of technical constraints and optimisation methods  
Flexible in adapting to different art styles.  
Good time constraints and deadlines management.  
Excellent understanding of PBR rendering and textures creation.  
Assets adaptation to gameplay and levels design needs.  
Strong communication and organizational skills.

### Education

2016-2017 | Business management,  
EICVN Namur

2014-2015 | Specialisation year in videogame,  
ESIAJ Namur

2011-2014 | Bachelor in computer graphics,  
ESIAJ Namur

### Experience

2016-2017 | Freelance Job for various clients, Ue4  
Marketplace Seller.

2015-2016 | Environment Artist at RimlightStudios  
Catania Italy.

2013-2014 | Internship at Artefacts studio,  
Lyon France.

### Softwares



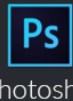
Maya



Zbrush



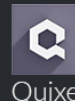
3DCoat



Photoshop



Substance



Quixel

### Editors



Unreal Engine



NetRadiant



Unity

### Interests



Crossfit



Games



Sports



Meditation



Films

"Choose a job you love, and you will never have to work a day in your life." - Confucius