

# Thomas Meurisse

| Environment Artist

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## About me

I'm a 24 Year old Belgian environment artist, I'm a hard working and dedicated person, I strive to learn and expand my skillset. I have a growing interest in hyper realist real time 3d environment creation and I'm constantly looking for new ways to improve my art

### 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 in videogame, ESIAJ Namur
- 2011-2014 | Bachelor in computer graphics, ESIAJ Namur

### Experience

- 2016-2017 | Freelancer and Unreal engine Marketplace Seller.
- 2015-2016 | Environment Artist at RimlightStudios Catania Italy.
- 2013-2014 | Internship at Artefacts studio, Lyon France.

### Software



Maya



Photoshop



Substance Designer



Unreal Engine



ZBrush



Unity

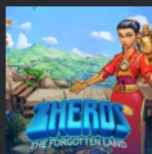


3D-Coat



Quixel Suite

### Productions

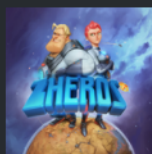


Video Game Zheros the forgotten land

Year 2017

Role environment artist

Company Rimlight Studios



Video Game Zheros

Year 2016

Role environment artist

Company Rimlight Studios

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