

# MAXIM FORTIN

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## EDUCATION

Animation Art and Science  
Bachelor degree - Université Laval - 2015 to 2018

Intro to Substance for Environments  
CGMA - Ben Keeling - 2017

Intro to environment Art  
CGMA - Andres Rodriguez - 2017

Game Character with ZBrush  
CGWorkshops - Jonathan Rush - 2011

3D Animation and Computer Graphics  
DEC - Cégep Limoilou - 2008 to 2011

## WORK EXPERIENCE

Sushi Chef  
Le Marché d'orient - March 2010 to April 2016

Game tester  
QAQ Activision - June 2010 to August 2010

## SPECIALTY

Environment modeling  
Texturing  
Hard surface modeling

## SKILLS

### SOFTWARES

Zbrush  
Maya  
Substance Painter  
Substance Designer  
3DS max  
Houdini  
Photoshop  
Topogun  
World Engine  
3DCoat  
After Effects  
Unity  
Unreal  
Marmoset Toolbag

### LANGUAGES

French - Native  
English - Conversational