

FLORE VANACKERE

3D Artist

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SKILLS

High quality asset creation & interesting level decoration

ZBrush | *environment | characters | normal baking | polypaint | fibermesh*

3dsMax | *Low & high poly modeling | UV unwrapping | PhysX*

Unreal Engine 4 | *blueprints | materials | animations | APEX | particles | world composition | C++*

Houdini | *heightfields | UE4 bridge*

Substance Painter / Designer | *PBR workflow*

Speedtree | 3D Coat | Photoshop | Visual Studio | Perforce | SVN

WORK EXPERIENCE

NEOPICA | DEC 2016 - CURRENT

Environment/Level Artist

FIA European Truck Racing Championship (2017-2019)

Environment Artist

Hunting Simulator (2016-2017)

LARIAN STUDIOS | FEB 2016 - JUN 2016

3D Artist internship

Divinity Original Sin 2

EDUCATION

Bachelor Digital Arts & Entertainment | SEP 2013 - JUN 2016

Game Graphics Production | HOWEST Kortrijk | Passed with honor

Multimedia Operator | SEP 2011 - JUN 2013 | Passed with great honor

Computer Science | SEP 2009 - JUN 2011

Fine Art | SEP 2004 - JUN 2007

LANGUAGES

ENGLISH

Professional working proficiency

DUTCH

Native proficiency

INFO

Antwerp, Belgium

Belgian

24/02/1992

Male