

FLORE VANACKERE

Environment & Technical Artist

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Leamington Spa, UK

SKILLS

High quality asset & compelling level creation

Unreal Engine 4 *landscapes | blueprints | materials | particles | world composition | C++*
Houdini *heightfields | procedural modelling | UE4 Plugin | VEX | VOPs*
3dsMax *low & high poly modeling | UV unwrapping*
Zbrush *environment | terrain | characters | zmodeler | tileable textures | 3D printing*
Painter/Designer *PBR workflow | procedural materials*

Unity | Speedtree | 3D Coat | Photoshop | Photogrammetry | Python | C# | Visual Studio | Perforce | SVN

WORK EXPERIENCE

PLAYGROUND GAMES

AUG 2020 - CURRENT

Unannounced project (2020-2021)

Environment artist

- Responsible for procedural and manual terrain work
 - Terrain sculpting
 - Material splatmapping
- Scene composition

NEOPICA

DEC 2016 - JUL 2020

Hunting Simulator 2 (2019-2020)

Technical Level / Environment artist

- Responsible for the design and initial creation of every level
- Houdini tool creation
- Supporting the environment team

FIA European Truck Racing Championship (2017-2019)

Level / Environment artist

- Responsible for the preliminary visual and gameplay setup for every level
- Decorating levels
- Asset creation/authoring

Hunting Simulator (2016-2019)

Level / Environment artist

- Responsible for decorating 2 levels from scratch
- Redecorating 3 other maps
- Asset creation/authoring

Divinity: Original Sin 2 (2016) PC

3D Artist internship

EDUCATION

Bachelor Digital Arts & Entertainment | SEP 2013 - JUN 2016

Game Graphics Production | HOWEST Kortrijk | Passed with honour

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

Computer Science | SEP 2009 - JUN 2011

Fine Art | SEP 2004 - JUN 2007

LANGUAGES

ENGLISH

Professional working proficiency

DUTCH

Native proficiency