



CHRISTOPHE HALUT

3D/LEVEL ARTIST



PROFILE

3D/Level Artist with 7+ years experience in the video game industry working on a variety of projects ranging from AAA to mobiles games. Proficient in the industry standard softwares. Experienced working with commercial as well as in-house engines and tools. Great interpersonal skills, autonomous and flexible. Highly motivated with a passion for video games.

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PORTFOLIO

<http://www.christophehalut.com>



TOOLBOX

Autodesk 3DS Max
Autodesk Maya
Adobe Photoshop
Quixel Suite
Substance Painter
ZBrush
xNormal
Marmoset Toolbag
KeyShot
Anvil/Scimitar Engine
Crystal Foundation Engine
CryEngine
Unreal Engine



EXPERIENCE

LEVEL ARTIST / Sept 2017 - Present
Eidos-Montréal - Montréal, Canada

- Currently working on *The Avengers Project*.
- *Shadow of the Tomb Raider* - Responsible for creating content and level art for the side missions/quests/crypts. Acted as the support artist between the side content and the main path on most maps.

3D/LEVEL ARTIST / Nov 2013 - Sept 2017
Behaviour Interactive - Montréal, Canada

- Unannounced *AAA Project* - Map lead in charge of a small team of artists creating content and level art for an undisclosed project.
- *Star Citizen* - Responsible for creating 3D assets, both standalone pieces and modular kits, blocking out the levels, making a first pass of lighting to set the mood, dressing the environment and taking part in the bug fixing process and optimization.

3D ARTIST / Apr 2012 - May 2013
Blue Lizard Games - Quito, Ecuador

- Responsible for creating high/low poly 3D game assets as well as 2D assets (props, environments, characters). Other duties included rigging and skinning using 3DSMax CAT, level art and lighting in Unity 3D.

3D ARTIST FREELANCE / Oct 2011 - Mar 2012
Karibu Games - Quito, Ecuador

- Responsible for creating high/low poly 3D game characters, rigging and skinning using 3DSMax CAT.

3D ARTIST INTERN / Jan 2011 - Apr 2011
Blue Lizard Games - Quito, Ecuador

- Responsible for creating high/low poly 3D game assets as well as 2D assets.



EDUCATION

Computer Graphics & Video Game Development - B.A. / 2011
ESIAJ - Namur, Belgium



LANGUAGES

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|-------------------------------------|---|--|
| French Native proficiency | English Full professional proficiency | Spanish Elementary proficiency |
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