



CHRISTOPHE HALUT

SENIOR 3D ARTIST/LEVEL ARTIST

FR/ENG



PROFILE

I am a Senior 3D/Level Artist with 8+ 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 and experienced working with commercial as well as in-house engines and tools. Great interpersonal skills, autonomous and flexible.

I am passionate about video games, from playing to creating them.

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PORTFOLIO

<http://www.christophehalut.com>



TOOLBOX

Autodesk 3DS Max
Autodesk Maya
Adobe Photoshop
Substance Painter
Quixel Suite
ZBrush
xNormal
Marmoset Toolbag
KeyShot
CryEngine
Unreal Engine



EXPERIENCE

Senior 3D/LEVEL ARTIST / Feb 2019 - Present
Behaviour Interactive - Montréal, Canada

- Currently working on an Undisclosed Project
- *GEARS 5* - Additional level art and optimization in Unreal Engine 4.

LEVEL ARTIST / Sept 2017 - Feb 2019
Eidos-Montréal - Montréal, Canada

- *Marvel's Avengers* - Level art and 3D modeling
- *Shadow of the Tomb Raider* - Responsible for creating content and level art for the secondary missions/quests/crypts. Acted as the support artist between the main path and the side content.

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

- *Tom Clancy's Rainbow Six: Siege | Outbreak* - Map lead in charge of a small team of artists creating content and level art for this DLC in Anvil.
- *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 optimization in CryEngine.
- *RBI Baseball 14* - Responsible for creating and texturing the baseball parks, their playing field and the surrounding spectator seating in Unity.

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

- Responsible for creating high/low poly 3D game-ready assets as well as 2D frames (props, environments, characters) for use in Unity.

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

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



EDUCATION

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

References available upon request