

Pieter Pauwels 3D Artist - Environment Artist



About me:

I am a young, creative mind eager to start a career in the video games industry. I work best in a team and I'm always in a good mood.

I usually prefer working in a stylised artstyle, but I enjoy creating realistic art as well.


Dutch: Native


English: Fluent

French: Novice

 <https://pieterpauwels.be>

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 West-Flanders, Belgium

Skills

Expert:

3DSMax
Adobe Photoshop
Substance Painter

Advanced:

Blender
Substance Designer
Unity
Unreal Engine
Zbrush

Intermediate:

Adobe After Effects
Adobe Illustrator
Adobe Indesign

Novice:

3Dcoat
Adobe Premiere
Blueprints
MaxScript & Python
Maya

Experience

Date	Studio	Role	Project
16 Sept. 2019 - 24 Jan. 2020 http://www.pajamallama.be/	Pajama Llama Games	3D Art Intern	Flotsam

Education

Date	School	Studies
sept. 2016 - Jan. 2020	Digital Arts and Entertainment	Game Graphics Production
sept. 2012 - aug. 2016	VTI Kortrijk High School	Visual Arts

Hobbies and Interests

personal projects: 2D designs, 3D assets and levels, game jams

Cooking: bi-weekly classes

Television and Movies: Sci-Fi, Fantasy, Action, Comedy

Game Design

Reading