

# 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

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 West-Flanders, Belgium

## Skills

### Expert:

3DSMax  
Adobe Photoshop  
Blender  
Substance Painter

### Advanced:

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 <a href="http://www.pajamallama.be/">http://www.pajamallama.be/</a>	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:** partook in bi-weekly classes

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

**Game Design**

**Reading**