



# Pieter Pauwels

## 3D Artist - Environment Artist



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Belgium

<https://pieterpauwels.be/>  
<https://pietson.itch.io/>  
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### Skills

**French:**  
Novice

**English:**  
Fluent

**Dutch:**  
Native

**Expert**  
Blender  
Adobe Photoshop  
Substance Painter

**Advanced**  
Unity  
Unreal Engine  
Substance Designer

**Intermediate**  
3Ds Max  
Zbrush

## About Me

I am a young, creative mind eager to work 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.

## Experience

Date	Studio	Role	Project
start Aug. 2021 until present	Playar Studio	3D Generalist	Various Snapchat filters
start Jan. 2021 until Sept. 2021	Foggy Box Games	3D Art Contractor	Startenders
start Sept. 2019 until Jan. 2020	Pajama Llama Games	3D Art Intern	Flotsam

## Education

Date	School	Studies
start Sept. 2016 until Jan. 2020	Digital Arts and Entertainment	Game Graphics Production
start Sept. 2012 until Sept. 2016	VTI Kortrijk High School	Visual Arts