

Gaëtan "Go555" Montaudouin
 French // March 06th 1987
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WORK EXPERIENCE

June 2013 to Present day - **Blizzard Entertainment** - Irvine, CA
 Senior Environment artist on Starcraft 2 and Heroes of the Storm
 I'm modeling assets for ingame cutscenes as well as lighting and creating FXs.



July 2012 to June 2013 - **Blizzard Entertainment** - Irvine, CA
 Environment artist on a next-gen MMO (Titan)
 I modeled assets and buildings for the game.



March 2011 to June 2012 - **Splash Damage** - Bromley, UK
 Environment artist on Dirty Bomb and Brink.
 My role here was to create assets and environment for both of the games.



Apr. 2009 to Aug. 2010 - **Ubisoft** - Montreuil, France
 3D Environment artist on Ghost Recon Future Soldier.
 My role here was to create assets and environment for some missions.



Sept. 2006 to Jan. 2009 - **F4 Group** - Paris, France
 3D Environment artist on *Empire Of Sports*.
 I modeled and textured props and structures in a semi-realistic style.



March 2006 to Aug. 2006 - **F4 Group** - Paris, France
 6 months internship on *Eco - Battle with Detritus*.
 I modeled, textured and animated props and structures for the game.



Sept. 2005 to Feb. 2006 - **EADS** - Velizy villacoublay, France
 6 months internship. My job was to model and texture military assets, vehicles and "battlefields".

EDUCATION

2005-2006 - **Isart digital** - Paris, France

2004-2005 - **EAP (Art School)** - Paris, France.

2003-2004 - **Saint Michel des Batignolles School** - Paris, France.
 Scientific Baccalauréat.

SKILLS

3ds max (modeling, unwrap, skinning, animation, rendering)
 Maya (modeling, unwrap)
 XSI (modeling)
 ZBrush
 Photoshop

French: Native
 English: Fluent
 Spanish: Basic knowledge