

GAETAN MONTAUDOUIN

I am an environment artist doing environments, realtime assets and digital sculpts.

Nationality: French
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Objectives

To work on original game projects with a talented team and share my skills with other artists.

Work experience

January 2018 to present day – **Freelance 3D Artist** – France, Paris

December 2016 to December 2017 – **Blizzard Entertainment** – Irvine, California
Senior Environment artist on Overwatch.

March 2016 to December 2016 – **Blizzard Entertainment** – Irvine, California
Senior Environment artist on Starcraft 2 and Heroes of the Storm.

June 2013 to March 2016 – **Blizzard Entertainment** – Irvine, California
Environment artist on Starcraft 2 and Heroes of the Storm.

July 2012 to June 2013 – **Blizzard Entertainment** – Irvine, California
Environment artist on a next gen MMO.

March 2011 to June 2012 - **Splash Damage** - Bromley, UK
Environment artist on an unannounced project.
3D Environment artist on Brink.

Apr. 2009 to Aug.2010 - **Ubisoft** - Montreuil, France
3D Environment artist.

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. I modeled and textured some props and structures for *Eco City*.

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

Photoshop, 3DSMax, Maya, Mudbox, Zbrush, Substance Painter, Quixel Suite, Mol, Unreal Engine.

French : Native.

English : Good.

Spanish : Basic knowledge.