

Étienne Boisseau - Weapon Artist

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Personal profile

I am a highly motivated, creative and versatile senior 3D artist. I've been working in the industry for 9 years where I've had to meet multiple challenges and different tasks on every project.

I am a meticulous, hard working and result-oriented artist. I am at ease working with multidisciplinary teams in a fast-paced environment.

I am a fast learner and can quickly adapt to new processes, guidelines or changing priorities.

I am a self-starter and well organized "team player" with strong initiative and leadership.

Skills and competencies

Languages: French, English

Software skills: proficient with 3Ds Max, Unreal, Substance Painter, Zbrush.

Excellent technical knowledge of the different software and techniques used today in the industry. Specialist in Hard surface/subdivision modelling techniques.

Up-to-date with new techniques and tools.

Professional and Personal experiences

Weapon Artist - Ubisoft Montreal

May 2020 - Present

Unannounced project

Hyper Scape. Game shipped in July 2020

- Contributed with the Barcelona-based team to create new regular and legendary weapon skins for live content.

- Acted as a point of contact in Montreal between the vendors, Barcelona and tech teams and helped review assets prior to integration.

- Helped conceptualize and tweak new assets to fit the gameplay needs and ensure proper functionality with the VFX and animations already in place.

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Senior 3D Artist - Gearbox Studio Quebec

Sept 2016 - May 2020

Worked primarily on Borderlands 3 vehicles. Game shipped September 2019

- Artist in charge of vehicles for Borderlands 3. Responsible for the complete modelling, texturing and integration of two of the three vehicles (Outrunner and Technical). Created all proxy meshes for the other vehicle (Revolver) as well as all upgrades on all vehicles.
- Contributed building the player-selectable vehicle skin workflow. Created all in-game skins for all 3 vehicles (over 80 skins)
- Interacted with other departments, including animation and programming teams.

Worked on DLC1 & 2, creating lootable chests and other smaller props.

Intermediate 3D Artist – Beenox (Activision/Blizzard)

Nov 2012 - Sept. 2016

Worked primarily as a 3D artist making props for various games in support of main development studios:

- Call of Duty: Modern Warfare Remastered - Shipped on Nov 4th 2016
- Call of Duty : Black Ops III - Shipped on Nov 6th 2015
- Skylanders SuperChargers - Shipped on Sept 20th 2015
- Skylanders Trap Team - Shipped on Oct 5th 2014
- The Amazing Spider-man 2 - Shipped on April 29th 2014
- Skylanders SwapForce - Shipped on Oct 13th 2013

Weapon Artist - Freelance

Jan. 2012 – Nov. 2012

A Red Orchestra 2 Official Expansion. Game shipped in May 2013

- Edited current in-game meshes
- Optimisation of meshes/textures
- Created new assets to use in-game.

Education

Attestation of collegial studies in Video Games
Inter-Dec College, Montreal – *Graduated with honors*

Jan 2011 – Dec 2011

Studies in Aerospace Conception
École Nationale d'Aéronautique

Autumn 2010

Studies in Visual Arts
Cégep du Vieux-Montreal

2009-2010

References available upon request.