Sebastien Rousseau

Technical Artist / 3D Artist

nanopixo@hotmail.com

Summary

After 10 years of experience in the video game industry as texture artist on AAA productions like Splinter Cell, Prince of Persia or Assassin’s Creed, my career evolved into a more technical aspect without Sacrificing my artistic essence. As technical and 3D Artist, I'm specialized in graphic benchmark and in complex assets creation like next-gen terrain, rock formation modeling and different types of natural assets. I got a good knowledge throughout the year of the art principles and I try to integrate them into my work and in my personal art.

Experience

Undisclosed Project at Ubisoft

October 2013 - Present (1 year 10 months)

Senior Technical Artist

Assassin’s Creed IV Black Flag at Ubisoft

April 2012 - October 2013 (1 year 7 months)

Senior Technical Artist Task: - Specialized in organic asset creation. Texturing and Modeling. - Graphic benchmark for natural location. - Working closely with Art Director and Technical Director. - Mandate of finding graphical solution in very difficult situation. - Created forest and mountain fake asset. - Organic asset creation. - Evaluating softwares (World Machine and GrowFX)

Thief4 (360/PS3) at Eidos Montreal

July 2009 - March 2012 (2 years 9 months)

Shader Artist Senior task: - Creating early shader library (Unreal 3) for environment artist and character artist. - Creating textures library for all exterior architecture assets - Polishing character textures (albedo, AO, spec, gloss) for better rendering result. - Working on graphic benchmark - Texture Memory Optimisation

James Cameron's Avatar The Game (360/PS3) at Ubisoft

February 2008 - July 2009 (1 year 6 months)

Shader Artist senior - Environment Artist Senior - Graphic benchmark and textures terrain textures library.

Splinter Cell 5 Conviction (360/PS3) at Ubisoft

January 2006 - January 2008 (2 years 1 month)

Shader Artist - Environment artist -Participation à l’élaboration du pipeline graphique. -Shader Artist sur plusieurs maps.

Splinter Cell 4 Double Agent (XBOX) at Ubisoft
November 2005 - January 2006 (3 months)
texture Artist

Prince of Persia 3 Two Trones (PS2) at Ubisoft
January 2005 - November 2005 (11 months)
Level Artist - Textureur

Splinter Cell 3 (XBOX/PS2) at Ubisoft
September 2003 - December 2004 (1 year 4 months)
Texture Artist

Prince of Persia Sand of Time (XBOX) at Ubisoft
June 2003 - September 2003 (4 months)
Texture Artist

Skills & Expertise

Texturing
Unreal Engine 3
3D Studio Max
Zbrush
Texture Artist
Photoshop
Environment Modeling
Vray
Environment Art
World Machine
SpeedTree
Anvil

Languages

English (Limited working proficiency)
French (Native or bilingual proficiency)

Education

NAD
AEC, 2D/3D design, 2002 - 2003
CEGEP de st-Jérôme
Art Visuel, 2001 - 2002

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Contact Sebastien on LinkedIn