

Etienne Beschet

Bachelor's Degree in 2D/3D Digital Art

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Game Artist

Skills

Knowledge of Human and creature Anatomy in both 2D and 3D
Knowledge of Color & Light and material inputs use for detailing PBR assets
Knowledge of Baking techniques using 3dsMax + MightyBake (or another baking software)
Knowledge of Modeling Mesh/UV optimization for both organic and hardsurface
Experience on UE4 on several projects ranging from asset's integration to levelbuilding
Experience on Akeysu to rig/skin various elements (robots, humans, starfighters, weapons, doors...)
Experience on Photoshop/Carapace for Concept Art (Paintover and concepts from scratch)
Experience on 3D-Coat/Photoshop/Substance for Texture & Smartmaterial's authoring (on both PBR/Handpainted workflows)

Softwares



Professional Experiences

- 12/2016 - Present **CG Generalist - Star Wars Redemption**
Fan Game - PC - ue4 | Conceptart/Rig/Skin/Environments/Characters/Textures/Integration/Levelart (UE4)/project's management/art direction
- 12/2018 **Freelance Character Artist - Sony Music** Making of two new exclusive skins based on «Syblast» + ue4 shaders for the customer
- 05/2018 - 10/2018 **Freelance Character Artist - Nukeygara** Akeysu - modeling/texturing a character bust to support dev team R&D on Blendshape's system
- 03/2018 - 08/2018 **Freelance Environment Artist - EdenGames** GearClubUnlimited2 - NintendoSwitch - Unity
- 08/2015 - 10/2017 **CG Generalist - RyseUp Studios**
RoboQuest - PC - ue4 | ConceptArt/Modeling/Baking/Texturing next-gen characters (robots), environment conceptarts
Unannounced Game trailer - ue4 | ConceptArt/Modeling/Levelbuilding/Compositing characters/creatures/Environment for Namco Bandai
The Burning Descent VR - PC - ue4 | ConceptArt/Modeling/Sculpt/Texturing/Integration/Levelbuilding most enviro. + all character's texturing
Mentoring other artists on 3D-Coat/Photoshop about tools & texturing workflows
- 10/2013 - 07/2015 **CG Generalist - Kenzan Studios**
Omega/Harry Winston Swiss Watches | Modeling/Texturing/Animating/Rendering/Compositing for several promotional holograms
Téo & Léonie - iPad App - Unity | ConceptArt/Modeling/Texturing assets for an Augmented Reality App on Ipad
Téo & Léonie - Trailer - ue4 | Modeling/Baking/Texturing/Integration/Levelbuilding next-gen assets. Trailer was made on UE4
- 06/2013 - 08/2013 **Environment Artist - Upper Byte**
HeartZ - PC - Unity | LowPoly Modeling/Texturing (Handpaint Workflow)

Education

- 2010 - 2013 **Bachelor in 2D/3D Digital Art - Bellecour Ecoles, ESIA 3D**
LYON, FRANCE
2D traditional art, sculpture | 2D & 3D digital art, modelling/texturing, animation, rendering, compositing, English, Art History
- 2007 - 2010 **Scientific Baccaureat - Lycee Barthelemy de Laffemas**
VALENCE, FRANCE
Chemistry & Physics

Languages

English (Intermediate)
French (Native)
German (Beginner)

Interests

Drawing/Sketching
Artisanal Cosplay (Combat Ready)
Video Games (Hack'n slashes/Platformers/RTS)
Films, Series, Comic books (Undertaker,Blacksad,Elfes)
Music/Improvisation (Piano, Guitar, Celtic Harp)
Skiing, Snowboarding (Beginner), Running