

FLORE VANACKERE

3D Environment & Level Artist

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florevanackere.com

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Antwerp, Belgium

SKILLS

High quality asset & compelling level creation

Unreal Engine 4 *landscapes | blueprints | materials | APEX | particles | world composition | C++*

Houdini *heightfields | scattering | UE4 Plugin | VEX | VOPs*

3dsMax *low & high poly modeling | UV unwrapping | PhysX*

Zbrush *environment | characters | zmodeler | tileable textures | fibermesh*

Painter/Designer *PBR workflow | procedural materials*

Unity | Speedtree | 3D Coat | Photoshop | Photogrammetry | Python | C# | Visual Studio | Perforce | SVN

WORK EXPERIENCE

NEOPICA | DEC 2016 - CURRENT




Unannounced project (2019)

Technical Level / Environment artist

FIA European Truck Racing Championship (2017-2019)   

Level / Environment artist


- Responsible for the preliminary visual and gameplay setup for every level
- Decorating levels
- Asset creation/authoring

Hunting Simulator (2016-2019)   

Level / Environment artist

- Responsible for decorating 2 levels from scratch
- Redecorating 3 other maps
- Asset creation/authoring

LARIAN STUDIOS | FEB 2016 - JUN 2016

Divinity: Original Sin 2 (2016) 

3D Artist internship

EDUCATION

Bachelor Digital Arts & Entertainment | SEP 2013 - JUN 2016

Game Graphics Production | HOWEST Kortrijk | Passed with honour

Multimedia Operator | SEP 2011 - JUN 2013 | Passed with great honour

Computer Science | SEP 2009 - JUN 2011

Fine Art | SEP 2004 - JUN 2007

LANGUAGES

ENGLISH

Professional working proficiency

DUTCH

Native proficiency