

Vincent Mayeur – Environment Artist CV

Online portfolio www.mayvin.be

Name: Vincent Mayeur

Birth Date: 23rd October 1987

Nationality: Belgian (Belgium)

Currently Living in Nottingham, UK

Languages: English, French

Experience

- Oct 2014-Now** **Freelance 3D Artist for Hire**
Clients: Facepunch Studios, Firaxis
- Aug 2014- Oct 2014** **Deep Silver Dambuster Studios**
Working as an Environment Artist on the Homefront IP
- Jan 2011- Aug 2014** **Crytek**
Working as an Environment Artist, shipped the game Crysis2, Homefront: The Revolution. Offered Cry Engine technology seminars to university students.
- Dec 2009- Mar 2010** **Blue Lizard Games**
3-month Internship at Blue Lizard Games as an Environment Artist, working with the Unreal Development Kit to create a game demo level.
- 2004- 2007** **Modding Experience**
Released various mods for Grand Theft Auto games, I have lead a small hobbyists development team for a few years.

Education

2006-2010 Bachelor in Computer Graphics, Game Art & Level Design
Haute Ecole Albert Jacquard - Belgium. (ESIAJ)

Qualities

- ▶ Self-taught and up to date with standards
- ▶ Able to work in team and take leading responsibilities when required
- ▶ Can deal with sharp deadlines
- ▶ Open to criticism
- ▶ Always aiming for efficiency

Software Knowledge

Autodesk 3D Studio Max	Excellent	Zbrush	Good
Autodesk Maya	Good	Unreal Engine 4	Excellent
Adobe Photoshop	Excellent	CryEngine	Excellent
Substance Designer	Good	Unity	Some

Honors & Awards

- ▶ **2010 - Polycount Beat'em Up Contest** 1st place award
- ▶ **2011 - Polycount Brawl Contest** 10th place