

Sylvain Bouland - 3D&Texture artist / sylvain.bouland@bs3d.com / www.bs3d.com

References upon request

PROFILE

I have been working in the CG industry for over 3 years and I am currently level artist at Ubisoft in Montreuil-Sous-Bois, France.

I am specialized in the production of next-generation assets, from environment to character art.

I am always eager to improve my skills and share my knowledge. Never afraid of a challenge, I am a hard working team player and I am now looking to join highly creative teams to make games that stand out from the competition.

KEY COMPETENCIES

Organic environment modelling (low and high resolution); Sculpting (Zbrush)
UV manipulation and texturing

EXPERIENCE

- UBISOFT (Montreuil-Sous-Bois, France)
April 2011 / Present - Level artist

I'm currently level artist at Ubisoft in Montreuil-Sous-Bois, France, on the AAA title Ghost Recon Future Soldier – Xbox 360, PS3, PC.

- CRYTEK (Frankfurt-Am-Main, Germany)
November 2009 / March 2011 - 3D Artist

I joined the Crysis 2 team to be in charge of next-gen assets for the game, including modeling and textures. I have been working on vehicles, environments and various props.

I initially supported outsourcers on the technical aspects of our pipeline and gave them feedback to ensure the quality of their work. Once this was successfully put in place, I concentrated my efforts on the artistic front.

I was heavily involved into optimisation processes with level designers and artists to make the game perform on consoles (Xbox 360, PS3).

- STREAMLINE STUDIOS (Amsterdam, Netherlands)
August 2008 / August 2009 - Junior Artist

I joined the Terminator Salvation team at a late stage of production, and made a few assets for the Grin Sweden led project. After Grin shut down, the second project I was working on - codenamed Saturn 2 - was eventually cancelled.

I then joined a group of Zbrush sculptors to work on an organic project. I was in charge of sculpting, modeling and texturing fishes and underwater environments.

Streamline Studios went bankrupt due to economic difficulties but not before I was promoted to 3D artist.

- MARCEL PARIS (Paris, France)
July 2007 / June 2008 - 3D Artist

I was an apprentice, part time working, and part time studying in a 3D school.

As 3D modeler I worked on several commercials for TV and festivals. I also worked on a big poster for Ballantine's « Laissez votre empreinte » campaign. It is still displayed each year in the metro stations and on panels in the streets during Christmas holidays.

SOFTWARE

3DS Max, Maya, Zbrush, Photoshop, CrazyBump, CryEngine 3