

BRUNO FONTAN

ENVIRONMENT ARTIST

www.brunofontan.com

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Objective To grow and improve as an environment artist, within a talented and motivated team with the objective to contribute to very high quality titles.

Summary Experienced artist with an extended knowledge of both 2D and 3D software. I have really strong technical skills and I am a great team player who likes to share with the others. With more than 4 years of professional experience in many completely different environments I can easily adapt to new constraints and I am always focused on delivering the best work while respecting deadlines.

Experience

Oct 2010 to Present **Eternal Outcasts** *Worldwide*
Lead 3D Artist on *Open Outcast (non-commercial game)* www.openoutcast.org
+ Assets modelling and texturing (environments, weapons, props)
+ Environment lighting setup
+ Managed and helped other 3d artists (communication, planning, recruitment, tutoring)
+ Open world 3d action-adventure title using CryEngine3 technology (2 demos released)

August 2010 to Present **Babel Media** *Montreal, QC*
Flash Developer www.babelmedia.com
+ Games localization for major international customers (10 to 20 different languages per title)
+ Tasks performed includes: content localization and integration, projects analysis, tools and functionalities development

Sept 2009 to August 2010 **Babel Media** *Montreal, QC*
Quality Assurance Tester www.babelmedia.com
+ Functionality (PC, PS3, Xbox360) and Technical Compliance (Xbox360, GFWL) testing
+ Credited Titles: *Castlevania - Lords of Shadow, Starwars - Force Unleashed 2, Dance Central, Mortal Kombat Arcade Kollection*

April 2006 to Feb 2009 **Visiolab** *Toulouse, France*
3D Artist www.visio-lab.com
+ 3d imagery and video for architectural, aeronautics and events purposes
+ Worked on all the production stages and greatly contributed in improving quality
+ Customers relationship, work with external teams, trainee management

April 2005 to July 2005 **New Media Research Center** *Beijing, China*
Multimedia Developer (intern)
+ Design proposals for Beijing 2008 Olympic Games website
+ Visual Identity
+ Websites development
+ DVD authoring

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Education	2008 / 2009	CGITrainer	<i>Hornu, Belgium</i>
	Autodesk - Advanced Level 3ds Max Course (Online Course) + 3D Modeling, Texturing, Lighting, Rendering, Matte Painting, Compositing (3ds Max, Combustion)		
	2005 / 2006	Paul Sabatier University	<i>Toulouse, France</i>
	Bachelor's Degree in Multimedia Project Management + Multimedia project management + Theoretical and practical approach of IT solutions + 3D specialization		
	2003 / 2005	University of Poitiers	<i>Angoulême, France</i>
	Associate Degree in Multimedia Creation + 2D and 3D art for print and multimedia purposes + Web programming languages + Communication		
	<i>Test of English for International Communication (TOEIC) - Score 785/990 - 2005</i>		
Skills	Low and High Poly modelling (3ds Max, Mudbox) Texturing and advanced shaders creation Environments lighting RT engines (CryEngine3, UDK, TES IV) and pre-calculated renderers (Vray, MentalRay)		
Languages	French - Native speaker English - Full professional proficiency Spanish - Basic understanding		
Activities	Kung Fu, Roller skating, Video games, Photography, Snowboarding		