AR

Andre Roux
3D ENVIRONMENT ART

CONTACT

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SKILLS

Real-Time Engine

Unity

Lighting Model

PBR Metal/Rough & Spec/Gloss

Modeling

3D Studio Max, Zbrush,

Marvelous Designer

Texturing

Substance Painter, Designer,

Quixel Suite

UI/UX/Design

Adobe Photoshop, Illustrator,

Indesign

Asset Tracking

Jira, Confluence, Shotgun

LANGUAGES

English   French

ABOUT ME

Passionate and creative 3D environment artist. I consider myself a "Generalist" with a proficiency in "Physically Based Rendering."
I have over a decade of experience and shipped titles on PC, PlayStation, Mobile and VR. Strong knowledge of Unity. More than just a production artist, I have a passion and dedication to my trade and always plan for the future.

EXPERIENCE

• CAMOUFLAJ 2013-2021 - *Republique Episodes 1-5 - Iron Man VR*   3D Environment Lead

• Cultivated a competent art team by interviewing and onboarding talented artists with valuable technical acumen.
• Took ownership of vision and entire levels through completion; seeked out and implemented feedback to constantly improve and refine art content
• Headed up a team of 10 artists to define and meet key milestone goals as well as create task lists and work estimates
• Was part of a team that corresponded directly with Marvel, Unity and Sony to establish milestone deadlines and develop and maintain art vision to a high standard
• Helped manage, implement and sustain a complex outsourcing pipeline that included 3 large studios and hundreds of heads
• Supported Art pipeline with robust documentation of tools and processes
• Worked cross dicipline with other artists, designers, audio engineers and graphic programmers on creatively complex assignments to establish and maintain the technical pipeline in Unity for authoring art content for mobile and VR platforms: these included processes, tools, geometric budgets, texture budgets, task definitions and naming conventions.
• Created assets through full art pipeline; from concepting, grayboxing, modelling, texturing, implementation and setdressing of hundreds of art assets including hero props

• INOVAE 2009-2017 - *Infinity Battlescape*   3D Production Artist

• Helped a close-nit upstart team launch a successful new kickstarter IP
• Helped establish art pipeline and engine tool implementation while pushing and leveraging the technology of the in-house Inovae procedural Engine
• Maintained a high level of quality while working within design constraints and balancing performance issues

• MICROSOFT ACES 2009-2013 - *Flight Sim X, Train Simulator 2*   Texture Artist

• Textured hard surface assets including trains, aircrafts and helicopters with an emphasis on attention to detail.
• Stitched together aerial images for hero locations on Flight Sim X
• Ensured quality of outsourced content and verified content once imported into the game, made improvements when necessary
• Developed a strong working knowledge of internal game engine and tool sets