

RESUME | JORIS BROUWERS

Personalia

Name: Joris Brouwers
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Profile

Passionate 3D Artist specializing in hard-surface modeling for games. I am driven, goal-oriented, and organized. Solving complex problems while remaining efficient and flexible provides me with satisfaction in my work.

Technical Skills

- Strong understanding of form, shape, structure, and silhouette in regard to modeling
- Modeling high and low poly assets using 3ds Max or Maya
- Sculpting high poly details using ZBrush
- Optimizing and unwrapping low poly assets
- Setting up UV's for lightmapping
- Baking texture maps using a synced workflow
- PBR texturing using Substance Painter and Photoshop
- Creating game-ready 3D models from concept art
- Creating modular assets

Skills

- Maya
- 3ds Max
- ZBrush
- Substance Painter
- Photoshop
- Unreal Engine 4
- Unity Engine

Familiar with

- Substance Designer

References available on request