



Damien Touttée

Level Artist

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33000 Bordeaux

Date of birth : 02/23/1994

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Mail : dtouttee@touttee1art.fr

Portfolio : www.touttee1art.fr

SKILLS :

- Level art/World building
- Modeling/Texturing
- Rigging/Skinning
- Animation/Lighting
- UI/Web design
- Concept art/Illustration

Softwares :

- Maya - 3DS Max
- Zbrush - Anvil
- Unity 3D - Unreal Engine
- Substance Designer - Painter
- Photoshop - Illustrator
- InDesign - Premiere Pro

LANGUAGES :

French (Native language)

English (TOIEC B2)

Spanish (Basic)

ACTIVITIES/HOBBIES :

Multimedia : Game Jam

Video games (Rts and Rpg)

Sports : Tennis, diving

Swimming, windsurfing

Traveling : Tunisia, Morocco

Egypt, Thailand, Spain

England, Holland, Belgium

Poland, Croatia, Japan

United States, Italy, Canada

Indonesia

PROFESSIONAL EXPERIENCE :

- 2018-19 (Jan-July) : **Junior Level Artist on Ghost Recon Breakpoint**
Ubisoft, Bordeaux
CSE member (Comité Social d'Entreprise/Work council)
World building, terraformation, environment composition
Buildings creation and dressing
Props creation, setup (rig/skin) and animation
- 2017 (Jan-July) : **2D/3D Artist** on gamification projects
Onepoint, Paris
UI, modeling, texturing, rigging/skinning, animation, lighting
- 2016 (June-August) : **UI/3D Artist on ROKH**
Nvizzio Creations, Montréal (Canada)
UI, modeling, texturing with substances
- 2016 (April-August) : **Illustrator**
Book : Voyage au cœur du lien
- 2015 (June-July) : **Illustrator**
Book : Le grand livre de l'égalité femmes-hommes
- 2014-15 (Nov-Feb) : **Assistant Web Designer**
Scienticlub, Paris
Web design, web marketing, infography, print
- 2014 (June-Nov) : **Illustrator/ Graphic Designer**
Card game Oser colorer sa vie avec l'énéagramme
- 2014 (June-August) : **Assistant Designer Graphic**
Casa, Miami Beach (United States)
Creation of mobile applications

EDUCATION :

- 2016/2017 : **Lead game art degree (master)**
Game Art at Isart Digital Paris
Award of gameplay for the VR game Toy Island
- 2015/2016 : **3D Artist degree, video game specialization**
3D artist year at Isart Digital Montréal
Learning of PBR techniques
Creation of the game Edaria, end of year project
- 2014/2015 : **Game Art** at Isart Digital Paris
Learning of 3D
Award of graphic design for the game Chronos on tablet
- 2012/2014 : **Atelier Préparatoire/Digital Art** at Isart Digital Paris
Learning of 2D techniques and digital arts
Award of «Coup de Coeur» for Terraforming (board game)
- 2011/2012 : Baccalauréat Economic and Social
High school Notre Dame de Boulogne