

NICOLAS GOULET MORISSETTE

MODELLING/TEXTURE ARTIST

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GOAL

To further increase my knowledge and experience as a 3D Artist. To create stunning 3D art while challenging myself in order to become more efficient. I am eager to share my passion with others.

KNOWN LANGUAGES

English and French, spoken and written

SKILLS

- Creation of nextgen models and textures, including normal maps and specular maps
- Excellent sense for light, mood, colour and shapes
- Ability to understand a game's direction and follow concept arts closely
- Understanding of technical constraints
- Ability to work collaboratively in a team environment
- Can adapt to new tools and pipeline
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EXPERIENCE

Modelling and Texture Artist at Cegep de Matane

September 2011 to June 2012

- Short Film, Autoritarium

KNOWN SOFTWARES

3D Studio Max

Photoshop

Z-Brush

CrazyBump

EDUCATION

Cegep de Matane

2008-2012

DEC, 3D Animation and Computer Graphics