

# MICKAEL VERBEKE

## ENVIRONMENT & TECHNICAL ARTIST

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Driving licence

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Nationality : French - willing to relocate

## AVAILABLE IN FEBRUARY 2017

### WORK EXPERIENCE

**EDEN GAMES** - 3D ARTIST - **GEAR.CLUB** - JULY 2016 - DECEMBER 2016  
French studio developed V-Rally, Need for Speed: Porsche, Test Drive Unlimited  
Currently working on creation Gear.Club environments.

#### Achievements :

- creation of whole **environments** with several **still** and **animated** props.
- Optimisation work on three environments for all mobile platforms.
- Development **maya and unity tools** in python, C# for our environment artist team.
- **Concept art painting**.

**MAXIME GRIOT EI** - GAME ARTIST - **OTTER ISLAND** - JUNE - SEPTEMBER 2015  
New independent studio located in France

In charge of the art creation on game: Island Otter.

#### Achievements :

- **Artistic direction** established.
- Character & environments designed, modeled, animated and integrated in UE4 engine.
- Character playable in **three environments** (town, beach and forest).
- Shaders are **procedurals** and **customizables**.

**CARE INNOVATION DESIGN** - DESIGNER - SEPTEMBER 2014  
Innovation Counsel Agency

In charge of learning how **i can build and manage** projects myself in different domains.

#### Achievements :

- **Developed** a prototype mobile game that was **available** on the App Store (**Béeeh**).
- Build a **functional prototype** of Nino (a personal vehicle) for the trade shows (**CES** 2014).
- **Advertising** Nino **available** on **page Facebook** .
- **Design** furniture and hospital room.

### EDUCATION

**2016** : Master degree in **GAME ART & MANAGEMENT** / **SUPINFOGAME** / Valenciennes - France

**2013** : Bachelor in **COMPUTER SCIENCE** / **ESIAJ** / Namur - Belgium

**2012** : BTS - technical degree in **INDUSTRIAL DESIGN** / **ESAAT** / Roubaix - France

**2010** : High school diploma in **APPLIED ARTS** / **ISV** / Loos - France

## PROJECTS

### FERAL - GAME ARTIST - 2016

Feral is a first person solo game where you play a feline, hunting to survive and progress in the food chain.

- Concept, sculpting, retopologing and animating **Animals**.
- **Animation** : rigging, skinning, animating, integration, scripting.
- Help creating **Shaders** (water, landscape, grass) and **Scenes** for menus.

### FOCUS CIRCUS – PROGRAMMER & GAME DESIGNER - 2015

IOS casual game where you play a knife thrower.

- Was **Available** on IOS.
- Developed the game system using Unity.
- Game Design for **addictive** game.
- **Self-published** on the App Store.

### FERDINAND LA BOITE – GAME ARTIST - 2014 - Zoo Machines festival

Game Jam project in 48h : Control the brain of « Mr Ferdinand » with custom controller.

- Illustration concept, modeling and texturing environment.
- Showcasted at Alt Ctrl GDC (San Francisco) and A-Maze (Berlin).

## SOFTWARE

### MODELING (High & Low poly, Unwrap)

Maya & 3dsmax

### ANIMATION (Rig, Skin, CAT, Animation)

3dsmax & Maya

### SCULPTING

Zbrush / Mudbox

### ENGINE / SCRIPT

UE4, UNITY / C#, Python, Javascript, Blueprint, Swift

### TEXTURING

Substance designer & painter, Quixel, Photoshop, Xnormal

### CONCEPT

Drawing traditional and Digital (Photoshop)

### SPECIFIC USE

World Machine, SpeedTree, Topogun, Marmoset, Illustrator, InDesign, Premiere, After Effect, Office suite, Perforce

## LANGUAGES

**FRENCH** : Native

**ENGLISH** : Basic conversational

**FRENCH SIGN LANGUAGE** : Fluent

## INTERESTS

**VIDEOGAME** : Shootmania, Journey, Abzû, Uncharted, Portal, Towerfall, Need for speed

**PHOTOGRAPHY** : Macro, Landscape, Exploration, Abstract

**SPORT** : Mountain sport (skiing, biking, trekking, via-ferrata), Ping Pong, Squash