

HUGO TOUZÉ

3D GAMES ARTIST



- www.HelsArt.fr -
hugo.touze@gmail.com
[linkedin.com/in/hugoeinheri/](https://www.linkedin.com/in/hugoeinheri/)

EDUCATION

EMCA

3D animation School
Angoulême France - 2009

SUPCRÉA

Computer graphics School
Grenoble France - 2007

EXPERTISE

Environment Art

Level Design
3D Animation

Teamwork

Data Management
Community Management

Drawing and Painting

Native French - Fluent English
13 released games

HOBBIES & INTERESTS

Drawing
Gaming
Reading
Traveling
Listening music

PROFESSIONAL PROFILE

I'm a 3D Artist with a **versatile** profile.

I started my career as a 3D Animator. As I was the **only animator** at Kylotonn working on the Cursed Crusade, I have been **self taught** and had the chance to work on every step of the production.

After joining Nadeo, I had the chance to work as an **Environment Artist**, on every step of the production (Including level design and community support), on the Trackmania franchise with a **very small team**.

I like a job well done, paying attention to details and working within and around technical constraints. I am very keen to learn new things, highly adaptable and enjoy working in a team.

WORK EXPERIENCE

2012 - 2017 : Nadeo Ubisoft

I started working at Nadeo as a **3D animator**, in order to replace and finish the work of their previous animator on Shootmania, participate in tests with other Ubisoft studios on new characters and **improve** the character import process.

As there was no longer a need for animation work, I have been trained to do **environment art**. I've built **thousands of "blocks"** on both Trackmania and Shootmania franchises. Such blocks require doing concepts, rough 3D layouts, modeling, texturing, optimizing, level design and intergration to the engine.

In 2014, I have been part of Trackmania Lagoon. I had the opportunity to take part to the building of a brand new environment from the start with a **team of only 3 artists**. So I was able to propose ideas such as the **magnetic gameplay** of the Rollercoaster.

In 2015, I had the chance to work on Trackmania Turbo, under the lead of François Alaux, creative director from Ubisoft. TMT is the first Trackmania game released on next-gen consoles. We had to **update and optimize all the 3D assets** of our previous games in order to match the technical constrains

In 2017, I have been **lead artist** on a new production in order to introduce and train new members to our pipeline and workflow.

2010 - 2012 : Kylotonn Games

Kylotonn was my first experience in the video games industry. After a successful internship, I was hired and worked on **7 games** as a 3D Animator.

In particular, the Cursed Crusade, on which I processed and edited motion capture files to create all the **gameplay and cinematics animations** of the game. And Hunter's Trophy 2, on which I had to skin, rig and animate **a dozen of different animals**.