

# JONATHAN VIENS

jonathanviens.weebly.com

514-265-8488

jon\_viens@hotmail.com

5706 2<sup>nd</sup> avenue, Montreal, H1Y 2Y6

## 3D ARTIST : ENVIRONMENT

MODELING // TEXTURING // LEVEL ART

### SOFTWARES



CrazyBump

### WORK EXPERIENCE

#### Teacher's Assistant (NAD) - Advanced 3D Creations Course

2<sup>nd</sup> semester University level course of 3 credits within the NAD (UQAC) 3D Animation and Design Bachelor's program whose goal is to bring the students to expand their artistic and technical understandings in the creation of 3D environments and props.

Fall  
2014

Taught by Dave Hawey (Senior 3D Artist, Masters in arts and PhD ongoing). Group of 30 students.

Help students on a technical and artistic level in their term projects and weekly homeworks

- In the modeling of props in 3ds Max, textures in Photoshop (generics (tillables) and specifics), creation of materials, lighting, renders in Marmoset Toolbag 2 and 3ds Max, image composition, level art inquiries, etc.
- Final projects being the making of a Film Noir scene and the making of a sci-fi vehicle inspired by an insect in its design.

Evaluations of all student homeworks

2014  
2013  
2012

#### Volunteer at MIGS - Montreal International Game Summit

Runner for all communications between exhibitors, organizers and other volunteers regarding technical issues.

Summer  
2012

#### Project Meta 38 in collaboration with the SAT

Meta 38 is an innovative project for a virtual, social and interactive experience on a gigantic hemispherical screen (Satosphere).

During my 1<sup>st</sup> semester at NAD, help graduating students in their final semester project with modeling, texturing and level art.

2006 -  
2011

#### Guitar Teacher // Musician

Founded a Guitar School for all levels, in collaboration with Cowansville's City's Arts and Culture Centre.

Guitar player in the FORESTARE Guitar Orchestra (ADISQ Félix Award won in 2007).

### UNIVERSITY EDUCATION

2014  
**NAD - UQAC, Montreal**  
**BACHELOR'S DEGREE**  
**IN VIDEO GAMES**  
3D Animation and Design Program

2006  
**UQAM, Montreal**  
**BACHELOR'S DEGREE**  
**IN MUSIC - CLASSICAL GUITAR, INTERPRETATION**  
Training that not only taught me an excellent work ethic, but also a great artistic sensitivity and how to work well within a team

### LANGUAGES

**FRENCH,**  
**ENGLISH,**  
**SPANISH**

### PROJECTS COMPLETED

#### NAD **Trailed** (14 weeks, Realistic approach, Unreal 4)

Fall  
2014

- Realization of the Train Station's section (Artistic direction, concepts, all the models and textures, the level design and level art)
- Realization of part of the vegetation in all areas of the game

ACADÉMIA  
d'UBISOFT

#### **Book Brawl** (7.5 weeks, Cartoon approach, Unity)

Production Intern, Environment and Lighting Artist

Summer  
2014

- \*\* Architectural (mostly on the Trickster level) and Props
- Lighting of the entire game

NAD

#### **The Deep Ones** (7 weeks, Realistic approach, UDK)

Winter  
2014

- Realization of the City's section with my teammates
- Artistic direction, historical reasearch and concepts regarding the architecture
- Creation of houses, modules, props, textures and level art

NAD

#### **Gooms** (7 weeks, Cartoon approach, \*)

Winter  
2014

- \* Chase Mode (UDK) ; Multiplayer Mode (Unity)
- Realization of the Primitive Planet (Artistic direction, concepts, models, textures, level art and lighting)

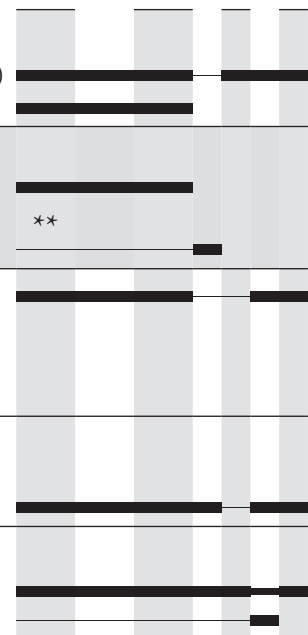
NAD

#### **Darkness Within** (14 weeks, Stylized approach, UDK)

Fall  
2013

- Lead of the 3D Environment artists on the team
- Responsible for the sound and music team

MODELING  
TEXTURING  
LEVEL ART  
LIGHTING  
LEVEL DESIGN  
ART DIRECTION  
CONCEPTS



REFERENCES AVAILABLE UPON REQUEST