

XAVIER FIERS

3D ARTIST



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Address
Ghent
Nationality
Belgian
Date of Birth
26.04.1992



Interests
Art, drums, biking,
books, films,
longboarding,
music, skiing,
sports, swimming,
travelling &
meeting new people



Professional Experience

Napoleon Games

3D Artist

Haaltert, Belgium
September 2014 - Present

- Main 3D Artist working closely with Art Director
- 3D assets, High & Low Poly, Marketing Material
- Helped to set up Art Pipeline between Art & Dev team
- Created custom Particle Effects & Shaders
- Lighted and lightmapped Environments

Black Forest Games

3D Artist

Germany
February 2013 - June 2013

- 3D Assets and Textures
- Level Dressing
- Projects: Rise of the Owlverlord (DLC)
Rogue Stormers
Ride to Hell: Route 666



Personal/Educational Experience

Polycount.com

Monthly Recap

2014

- Featured in Polycount's Monthly Recap with personal 3D Environment

Solipsism

3D/Texture/Shader Artist

2012

- Unity Engine Team Project
- 3D Assets, Shaders and Textures

Microsoft's Imagine Cup

3D Artist

2011

- Sydney, Australia
- Influence: a Team Game Project about influencing your environment with positive actions
- Presentation Judged by an International Jury
- 3rd place Worldwide (!)

The Small Escape

3D Artist

2011

- UDK Team Project
- 3D Assets and Textures



Software Proficiency



3DS MAX



Photoshop



ZBrush



Substance Painter



Office



Languages

Dutch



English



French



German



Other Software knowledge

Unreal Engine 4, Unity Engine, Cryengine
Substance Designer, xNormal, Crazybump, Quixel Suite,
Adobe Flash, Dreamweaver, Premiere, Lightroom
Marmoset Toolbag 2



Education

HOWEST

Digital Arts and Entertainment

Bachelor, Major Game Graphics
2010 - 2013

Don Bosco College, Ghent

Latin and Sciences

2004 - 2010