

# BAROUX Stéphane

DOB: **26 June 1987**

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## PROFESSIONAL EXPERIENCE:

### ENVIRONMENT ARTIST

#### Gamer Camp Pro – Sponsored by Sony

Gamer Camp is a mock development studio, working closely with the Playstation First scheme, creating prototypes with original Sony IP. Gamer Camp works closely with Evolution Studios and concentrates on recreating a realistic studio environment to help in developing real PlayStation development skills.

- Lead environment artist within a development team consisting of five artists and nine programmers
- Art team liaison during a large portion of the prototype phase ensuring communications within the art team and programming team; making sure that everybody is always kept informed while highlighting any dependencies and potential problems.
- Responsible for the iteration of art assets, and turning concepts to final game assets
- Responsible for the environment creation of the main town, as well as props used throughout the game.
- Comfortable working within technical budgets and adhering to a set art style.

### FREELANCE 3D ARTIST

#### 3D Character Modeller and Animator

- Responsible for creating 3D models from concept designs, to be used as playable characters within an educational game.
- Responsible for the whole process of taking a concept to a finished animated model ready for exporting into Unity; including modelling, rigging, skinning and animation

### FREELANCE ARTIST

#### JJ's Bar and Restaurant – Graphic Designer

- Responsible for marketing communication material including posters, flyers and business cards for local and international markets

## EDUCATION:

### Master in Art (Commendation)

Video Game Development [Birmingham City University – 09/2011 to 08/2012]

### Bachelor in Arts (2:1 Hons)

Computer Games Design [University of Wolverhampton – 09/2006 to 06/2009]

### BTEC National Diploma (Merit, Pass, Pass)

Media (e-media) [New College of Nottingham – 09/2004 to 06/2006]

### GCSEs (x9)

1 x A\*; 2 x B; 6 x C; 1 x D [Magnus Church of England School – 09/1998 to 06/2003]

## SPOKEN LANGUAGES, SKILLS AND KNOWN SOFTWARE:

### Fluent/Native in English & French

- Photoshop
- Maya
- 3DS Max
- Unreal Engine 4 & UDK
- PhyreEngine
- zBrush
- Mudbox
- Torque 2D & iTorque
- Perforce
- xNormal
- Keen eye for detail
- Efficient
- Organised
- Flexible
- Self Motivated
- Adaptable
- Excellent Interpersonal Skills
- Inter Linguistic Skills
- Comfortable with working in a team and as an individual
- Punctual

## HOBBIES & FAVOURITE GAMES:

Playing football • Meeting new people • learning new languages • Travelling • Making 3D art • Reading  
• Playing instruments • Drinking coffee

**GTA V** – Another incredible game from Rockstar studios as they keep making hit after hit. The sheer size and diversity of the San Andreas world is really inspiring, particularly with the level of attention to detail.

**FIFA Series** – The high level of detail and accuracy to my favourite sport make this one of my favourite sports series. Big shout-out to EA's 3-on-3 NHL Arcade, it is sheer fun to play with others and a great way to unwind after a long day in the studio.

**The Last of Us** – Naughty Dog are an incredible studio full of talent. The Last of Us pushed the PS3 beyond what I thought was capable with incredible characters and even more amazing environments. If that wasn't enough, the story and character depth was unbelievably compelling.