



NICOLAS PIROT

Technical Artist

Bio

Driven to create immersive experiences. All about giving artists the best tools to create beautiful and unique games.

Avid fan of film, photography, VR/AR, games and collecting art books.

Currently living in the UK, London

Languages

English	●●●●●●●●●●●●●●●●●●●●
French	●●●●●●●●●●●●●●●●●●●●
Dutch	●●●●●●●●●●●●●●●●●●●●
German	●●●●●●●●●●●●●●●●●●●●

Education

● 2013- 2017
 Ba Digital Arts and Entertainment
 Game Graphics Major
 Howest University - DAE
 Kortrijk, Belgium

 NicolasPirot.com

 Contact@NicolasPirot.com

 [Linkedin.com/in/NicolasPirot3D](https://www.linkedin.com/in/NicolasPirot3D)

 Artstation.com/nicolaspirot

Skills & Software

- **Unreal Engine 4**
 Node-based procedural tool development
 Dynamic shader systems,
 GPU/CPU Performance profiling and optimisation
 Physical Animation blending, gameplay based dynamic VFX,
 Destructibles and physics-driven gameplay elements
 Strong knowledge of PBR, Lighting (mapping/baking).
- **Houdini - USING PYTHON/VEX**
 Procedural content generation, world building tools, VEX scripting
- **Substance Designer / Substance Painter**
 Procedural PBR material generation, PBR Texturing, Baking
- **Marvelous Designer, World Machine, 3DCoat**
 Basic cloth simulation, Procedural terrain generation, UV'ing
- **Zbrush**
 Game asset creation, Retopologising, Baking
- **3DsMax + MAXSCRIPT**
 Game asset creation pipeline
 Basic Rigging and skinning
 Experience and knowledge in Maxscript
- **Perforce, Jira, Microsoft TFS, Git (bitbucket)**
 Version Control systems, Planning and Time Management
- **Unity**
 Basic C# Scripting skill

Experience

- **Technical Artist**
 Suicide Squad: Kill the Justice League
 Rocksteady ltd
 Feb 2018 - Current
- **Technical Artist**
 Sackboy: A Big Adventure
 Sumo Digital
 Feb 2017 - Feb 2018



Awards & Honours

- Best British, Best Family game BAFTA 2021
 Sackboy: A Big Adventure - Sumo Digital
- BAFTA crew games - member 2020 & 2021
- MCV/Develop 30 under 30 Honourable Mention 2020
- MCV/Develop Rising Star publication 2019
- Graduate Impact award - GradsInGames 2018
- Unreal Engine Sizzle Reel Feature 2017
- Technical Art publications by 80.lv
- Polycount front page & Recap features x 3 - 2016
- Brains Eden Gamejam 2016 - Best mobile Game
- Rising Star 2016 - Environment art Finalist

