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## Work Experience

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Apr 2011 - May 2015 | Senior 3D Artist at Happy Tuesday UG

### Coin Dash

Creation of assets and environments in preexisting style

### Pumpkin Sweet Adventure

Building on Coin Dash - creating new and themed levels and assets

Supporting the creation of ui artwork

### Haunted Island

Translating the previously developed style into real-time 3d

Developing level creation processes and co-developing corresponding technical implementations

Creating levels and assets

Developing looks for new settings

Teaching and supervising interns and juniors to ensure consistent quality

Supporting the art director in reviewing level creation

Supporting development of processes and workflows in other art areas

### Outsourced Art for Good Games Studios

Creating 3d assets based on provided concept art

Co-developing rendering style (lighting, shading and texturing)

### Outsourced Art for Celluloid VFX

Creating assets for various ad-projects based on photographic reference or rough concept art

### Outsourced Art for Undisclosed Project

Co-developing look and workflow

Supporting the art director in guiding and leading other artists and ensuring consistent style and quality

### Undisclosed Project

Creating mobile ready car models based on cad-data

Creating shaders with Shaderforge for Unity and photo real texturing and shading

Prototyping game-play and presentation

### Undisclosed Project

Creating a visual target for car models in the project

Developing and documenting a pipeline including model guidelines

Creating a base material library in Substance Designer

Prototyping game-play and presentation

### Also

Developing general pipelines and improving workflows

Training and supervising of juniors and interns

Developing looks and creating assets for various smaller outsourcing projects, art tests and internal r&d

## Okt 2009 - Okt 2011 | 3D Artist in Semester Projects at Games Academy

Working in a team to develop a student game project each semester  
Learning new tools and processes and adopting different roles in the art team  
Developing pipelines and art styles  
Leading and supporting other artists

## Skills

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Highpoly modeling  
Lowpoly modeling  
Sculpting  
UV unwrapping  
Baking  
Texturing in various styles  
Texturing for pbr  
Scripting  
Pipeline and workflow optimising  
Lighting  
Shading (shader creation)  
Rendering

## Software

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Modo  
Maya  
Zbrush  
Photoshop  
Unity  
Udk  
Quixel Suite  
Substance Designer and Painter  
Shaderforge  
Marmoset Toolbag

## Languages

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German (native speaker)  
English (full professional proficiency)

## Formal Education

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2009 - 2011 | Game Art & Animation at Games Academy Berlin