

## Bastian Pastoors

Berlin, Germany

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## Work Experience

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Since Nov 2016 | 3d Artist at Wooga  
Sep 2016 - Okt 2016 | Freelance 3d Artist at Happy Tuesday  
Nov 2015 - Jul 2016 | Environment Artist Contractor at Sony Computer Entertainment Europe  
Apr 2011 - May 2015 | Senior 3D Artist at Happy Tuesday UG

## 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  
Unreal  
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