

Joachim Coppens

Environment Artist

Born May 8th, 1989 in Ghent, Belgium
Currently living in Tamworth, UK

Contact Details

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Portfolio www.joachimcoppens.com

Skill Set

3D Modeling

Maya, 3Ds Max, World Machine,
Zbrush, Mudbox

Texturing & Shading

Photoshop, Substance Designer,
xNormal, Roadkill

Game Engines & Renderers

Unreal Engine 4, Unreal Engine 3,
Unity 3D, CryEngine, Marmoset Toolbag,
other proprietary tools

Programming Basics

C#, Unreal Blueprint, ActionScript
C++, XHTML, CSS, JS, HLSL, Python

Graphic Design

InDesign, After Effects, Illustrator

Version Control and Production Tools

Perforce, Tortoise, Hansoft,
FogBugz, Trello, Jira

Languages

Dutch, English

Objectives

Create and assemble
amazing **3D environments**.




Keep learning from
talented and passionate people.

Make great, fun games
that **bring joy** to many.


Portfolio

Visit my website and check out my work at
www.joachimcoppens.com




Work Experience

-  **Rare (Microsoft Studios), UK**
 - ☆ Environment Artist 🕒 August 2015 - present
 - 🎮 Sea of Thieves (Xbox One, PC)
-  **Climax Studios, UK**
 - ☆ Artist 🕒 May 2014 - July 2015
 - 🎮 Shadow of the Beast (PS4)
 - 🎮 Assassin's Creed Chronicles (PS4, Xbox One, PC)
 - 🎮 Cancelled Unreal 4 title (PS4 and PSVR)
-  **Triumph Studios, the Netherlands**
 - ☆ Environment Art Intern 🕒 February 2013 - July 2013
 - 🎮 Age of Wonders III (PC)

Other work and volunteering

-  **Volunteer Mentor for 3D art graduation projects**
 - 📍 IADT Detroit (online) 🕒 December 2014 - May 2015
-  **Teaching Assistant for intro courses to 3D, drawing and coding**
 - 📍 Howest University College 🕒 September 2011 / 2012 / 2013
-  **Programming Intern for educational and commercial websites**
 - 📍 Cartamundi Digital (Playlane) 🕒 April 2010 - July 2010
-  **Administrative Assistant doing filing and paperwork**
 - 📍 OCMW Ghent 🕒 August 2007 / 2008 / 2009

Education

-  **Bachelor of Digital Arts & Entertainment**
 - 📍 Howest University College (Belgium) 🕒 2010 - 2013
 - ☆ Graduated with high honors
 - ☆ Ported and released the game app Quantum for Windows 8
 - ☆ Registered Autodesk Student Expert for academic efforts
-  **Bachelor of Graphical & Digital Media - Multimedia Production**
 - 📍 Artevelde University College (Belgium) 🕒 2007 - 2010
 - ☆ Wrote bachelor's thesis on 2D video game physics
-  **Secondary Education in Economics and Maths**
 - 📍 Saint Paul's Institute (Belgium) 🕒 2001 - 2007
 - ☆ Received honors for best Team Player in a graduating project