

Habib Bakas

3D Character Artist / Front-End Designer

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Objective

To establish a career in Computer Games Industry and Arts.



Skills

2D Making user interface elements, icons, logos, shapes.
Integration and animation (Adobe Flash).

3D Modeling in 3DS Max and Maya (Low-poly mesh).
Sculpting in Zbrush (High-poly mesh).
Texturing mapping (photo source and painting).
Baking (Normal map, Ambient Occlusion).



Software

Photoshop
CS4

Illustrator
CS4

Flash
CS4

3DS
2011

Maya
2011

Zbrush
3.5 r3

Unreal Engine 3
Unreal Development Kit



Education

December 2009: Vocational Training of Zbrush 3.5 r3

Pixologic's Trainer: Alexis Flamand performed in Eden Games.

2009: Diplôme Universitaire Infographie 3D (Lyon city in France)

Diploma completed after Three years at University of Lyon.

2005: BTS communication visuelle (Annecy city in France)

Diploma taken at the end of a 2-year higher education course.



Experience

Eden Games (Atari).

Work experience 13 months.

Working on AAA project next-gen called Test Drive Unlimited 2.

Front-End Designer / UI Artist

November 2009 to September 2010

- **UI Design / Creation of Icons, Shapes**

Worked with the project's Lead Artist(s) to design UI Scene, icons (user Interface elements) of Test Drive Unlimited 2.

- **Summary**

Making Test Drive Unlimited 2 's interface, including flow charts and ergonomics. Designing graphic elements (Icons, shapes) integration and animation and working with programmers for the final integration "in-game"

3D Character Artist

July 2009 to October 2009

- **Modeling / Texturing / Baking**
- **Summary**

Worked with the lead Character Artist to create clothes, accessories and characters tuning for Test Drive Unlimited 2.

I created a Low poly and a High Poly in Zbrush.

Textures in Photoshop and in Zbrush, Baked Normal map, Ambient occlusion map and Touched up maps in Photoshop.



Awards



E-magiciens 2006

First prize Award. European Contest organized by Gobelins School (Paris) and Supinfocom School.

www.e-createurs.net/emagiciens/



References

Eden Games (Atari studio: www.edengames.com)

Gamagora (video game school: <http://gamagora.univ-lyon2.fr/>)