

# YANN MAHEUST

SENIOR VIDEO GAME ARTIST



## EXPERIENCE

JUNE 2015– PRESENT

### SENIOR ENVIRONMENT ARTIST – SHADOW OF THE TOMB RAIDER - XBoxOne // PC // PS4

EIDOS MONTRÉAL - CRYSTAL DYNAMICS

- WAS IN CHARGE OF THE ENVIRONMENT ART OF THE ENTIRE LEVEL “PORVENIR OILS FIELDS” SHOWCASED ON STAGE AT E3 2018
- TRAVELED TO SHANGHAI TO TRAIN OUTSOURCING ARTISTS
- MODELED AND TEXTURED MAYAN ARCHITECTURE THAT HAS THEN BE USED THROUGHOUT THE WHOLE GAME BY OTHER ARTISTS
- JUNIOR ARTISTS MENTORING

NOVEMBER 2013 – JUNE 2015

### SENIOR ENVIRONMENT ARTIST – RISE OF THE TOMB RAIDER - XBoxOne // PC // PS4

EIDOS MONTRÉAL - CRYSTAL DYNAMICS - MICROSOFT

- STARTED AS ENVIRONMENT ARTIST, ENDED UP WORKING ON BOTH ENVIRONMENTS, MATERIALS, TEXTURES AND HIGH RESOLUTION MODELS.
- HAD THE MANDATE TO REWORK ENTIRELY SEVERAL IMPORTANT LOCATIONS IN THE GAME (INCLUDING TOMBS) DONE BY OTHER ARTISTS. SOME OF MY WORK HAS BEEN SHOWCASED ON STAGE BY MICROSOFT AT GAMESCOM 2015.

JUNE 2010 – NOVEMBER 2013

### SENIOR ENVIRONMENT ARTIST – THIEF - PC // PS4 // XBoxOne // X360 // PS3

EIDOS MONTRÉAL

- WAS IN CHARGE OF THE ART OF MISSION 3, DIRTY SECRETS. REGARDED AS THE BEST MISSION OF THE GAME BY SNEAKY BASTARDS,
- JUNIOR ARTISTS MENTORING.

JUNE 2009 – JUNE 2010

### LEAD ARTIST – ROAD TRIP - PC // PS3 // XBox360

HYDRAVISION ENTERTAINMENT

- DEFINING ENVIRONMENTS' VISUAL STANDARDS TO RUN ON UNREAL ENGINE 3 (PRE-PRODUCTION).

2008 – JUNE 2010

### ART DEPARTMENT MANAGER

HYDRAVISION ENTERTAINMENT

2009

### LEVEL BUILDER – FAIRY TALE FIGHTS - PC // PS3 // XBox360

HYDRAVISION ENTERTAINMENT - PLAYLOGIC

- BUILDING ENVIRONMENTS, INCLUDING HARBOR TOWN LEVEL.

2009

### LEAD ARTIST – KNOCKOUT PARTY - WII

HYDRAVISION ENTERTAINMENT - UBISOFT

- WORKED MOSTLY ON ART DIRECTING THE VERY FIRST PROTOTYPE THAT LED TO THE SHIPPED VERSION.

2008

### LEAD ARTIST – EYE TOY POMPOM PARTY - PS2

HYDRAVISION ENTERTAINMENT - PLAYLOGIC

- CHARACTER MODELING,
- ENVIRONMENT DESIGN & MODELING,
- MAXSCRIPT CODING TO IMPROVE ARTISTIC WORKFLOW.

2006 – 2008

### ART DIRECTOR – ALONE IN THE DARK 5 - PS2 // WII

HYDRAVISION ENTERTAINMENT - ATARI

- ART DIRECTION,
- LOTS OF TECHNICAL ART (STREAMING ENGINE),
- ENVIRONMENT ART.

2004 — 2006

## LEAD ENVIRONMENT ARTIST – OBSCURE THE AFTERMATH - PS2 - WII - PC - DS - PSP

HYDRAVISION ENTERTAINMENT - PLAYLOGIC

- BACKGROUND ART DIRECTION, DESIGN, AND CREATION.

2001 — 2004

## LEAD ENVIRONMENT ARTIST / UI ARTIST – OBSCURE - PS2- XBox - PC

HYDRAVISION ENTERTAINMENT - MC2

- ENVIRONMENT ART DIRECTION, DESIGN, AND CREATION,

- UI ARTIST.

# EDUCATION

2000

## BTS COMMUNICATION VISUELLE TWO YEAR TECHNICAL DEGREE IN VISUAL COMMUNICATION

1998

## BACCALAUREAT ARTS APPLIQUES MENTION ASSEZ BIEN FRENCH HIGH SCHOOL DIPLOMA (ART & DESIGN) WITH HONOURS

# KNOWLEDGE

## SOFTWARES

PHOTOSHOP, 3DSMAX, MAYA, UNREAL ENGINE 3,  
WORLD MACHINE, SUBSTANCE SUITE, ZBRUSH, UNITY,  
HOUDINI, KNALD, XSI, XNORMAL, ILLUSTRATOR,  
CRAZYBUMP, MAXSCRIPT, REACTOR

## LANGUAGES

FRENCH (MOTHER TONGUE)

ENGLISH (FLUENT)

# RECOMMENDATIONS

## LAURENT SAUVAGE

ASSISTANT ART DIRECTOR, UBISOFT MONTRÉAL

"AT THE TIME WE WORKED TOGETHER, YANN WASN'T AN ART DIRECTOR YET, BUT I USED TO ASK HIM A LOT FOR ADVICES AND HINTS ABOUT ARTISTIC ISSUES, BECAUSE IT ALWAYS SEEMED TO ME THAT HE IS A NATURAL BORN ART DIRECTOR. HE'S A DETAIL ORIENTED ARTIST, AND A GOOD MANAGER TOO, THAT'S WHY I RECOMMEND YANN FOR ANY JOB CONCERNING ART DIRECTION OR ARTISTIC TEAM LEAD." APRIL 19, 2008

## REMI DESPRET

ART DIRECTOR, GAMELOFT MONTRÉAL

"I NEVER HAD THE OPPORTUNITY TO TELL HIM, BUT YANN HAS BEEN AN EXCELLENT LEAD ARTIST: ALWAYS READY TO LISTEN AND TRANSCEND HIS TEAM, GIVING THEM THE CHANCE TO PROVE THEIR WORTH AND PUSHING THE BOUNDARIES WHENEVER POSSIBLE. HE ALSO HAVE A VERY KEEN SENSE OF GRAPHIC DESIGN AND TECHNICAL UNDERSTANDING, WHICH MAKE HIM A VERY WORTHY VIDEO GAME ARTIST." JULY 14, 2012

## MATHIEU LATOUR

SENIOR CONCEPT ARTIST, EA MOTIVE

"I HAD THE CHANCE TO WORK WITH YANN ON THIEF FOR ALMOST 2 YEARS. VERY OPEN MINDED AND SELF CRITIQUE HE ALWAYS LOOK TO IMPROVE THE GAME IN EVERY ASPECT. HE'S A VERY DEDICATED AND PASSIONATE ARTIST. ALWAYS KEEPS HIS MOTIVATION HIGH NO MATTER WHAT. HE'S A GREAT PERSON TO WORK WITH!" MARS 9, 2012

## GREG FINDLAY

SENIOR LEVEL DESIGNER, EIDOS MONTRÉAL

"YANN NOT ONLY HAS A GREAT EYE FOR COMPOSITION AND STYLE BUT HE ALSO CAN ADAPT HIS WORK TO EVOLVING GAMEPLAY INTENTIONS WITHOUT COMPROMISING ARTISTIC INTEGRITY. WORKING WITH HIM REALLY FELT LIKE A PARTNERSHIP TO CREATE GREAT LOOKING SPACES THAT WERE REALLY COMFORTABLE TO PLAY IN." FEBRUARY 23, 2012