



ANOUK DEBRUYNE

Environment artist

About Me

21 years old, Belgian
With a passion to create cute,
stylized and handpainted scenes

Contact

anoukdebruyne@hotmail.com
anoukdebruyne.com
artstation.com/anoukdebruyne

Languages

Dutch	Native language
English	Fluent
French	Intermediate
German	Basic

Awards & honours

- Polycount Front Page – 2017
- Rising Star 2017 Second Round

Education

- 2014 - Today
Bachelor Digital Arts and
Entertainment - Game Graphics
Howest Kortrijk
- 2008 - 2014
Latin- Modern Languages
Sint-Jozefsinstituut-College Torhout

Experience

- August 2017- November 2017
3D art intern at Mad About Pandas
internship
- December 2017 - now
Environment art intern at Glowfish Interactive
internship

Software & skills

- 3DS max
High Poly & Low Poly Modeling, UV Mapping,
Baking, Rigging & Skinning, Maxscript Scripting
- Maya
High Poly & Low Poly Modeling, UV Mapping
- Blender
High Poly & Low Poly Modeling, UV Mapping,
Baking, Rigging & Skinning
- Photoshop
Digital Painting, Texturing
- Zbrush
Sculpting
- Substance painter
PBR Texturing, Baking
- Unreal engine
Blueprints, Shaders, Particles, Level Design
- Unity
Basic C# Scripting, Gameplay Prototyping
- Substance designer
PBR Material Creation
- 3D Coat
Texturing and unwrapping
- World Machine
Basic Knowledge