



# MAXIMILIEN DEHOVE

FREELANCE  
ENVIRONMENT ARTIST

Currently living in France  
July 22th, 1988  
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## SUMMARY

I'm an Environment Artist who started to work in the game industry as freelance in 2013.

I have a huge passion for video games and I always try to improve my abilities, expand my knowledges and learn new techniques.

I enjoy discovering new projects driven by a creative and enthusiastic team.

## SOFTWARES

3DsMax	Substance Designer
Zbrush	Unreal Engine 4
Photoshop	Quixel Suite
Substance Painter	xNormal

## LANGUAGES

French: Native Speaker  
English: Good

## EXPERIENCE

### ■ LEVEL ARTIST

Ubisoft | May 16 - Currently  
- Watch Dogs 2 & DLC (PC / PS4 / X1)  
- Unannounced Project (PC / PS4 / X1)

### ■ ENVIRONMENT ARTIST - UE4 VR

Gameco / Starbreeze | Feb 16 - May 16  
John Wick: Chronicles - VR Project (PC HTC VIVE)

### ■ ENVIRONMENT ARTIST

3DDuo | Jan 16 - Feb 16  
Sybéria 3 (PC / PS4 / X1)

### ■ ENVIRONMENT ARTIST

Larian Studios | Feb 15 - Dec 15  
Divinity: Original Sin II

### ■ ENVIRONMENT ARTIST

Burning Dog | Aug 13 - Nov 13  
Origins of Malu

### ■ FREELANCE ARTIST - UE4

July 14 - Currently  
I started as freelance in 2014 and keep working on various projects.

### ■ CONSULTANT - WORKSHOP UE4

I'm working as a consultant/trainer for students (Master).  
This workshop is 2 weeks each year.  
Unreal Engine 4 / Environment art

## EDUCATION

### ■ MASTER Degree - ARTIST 3D

Pôle IIID | Sep 2008 - Jun 2014

### ■ MANAA - Design & Applied Arts

Efficom (France) | Sep 07 - Jun 08

### ■ BACCALAUREAT S

French equivalent of High School Diploma or A levels

## INTERESTS

Video Games  
Heroic Fantasy  
Cinema  
Books/Comics