

Giovanni Enrico Lauffer

3D Artist | Environment Artist | Hard Surface Artist

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PROFESSIONAL SUMMARY

3D Environment & Hard Surface Artist with 3+ years of professional experience in 3D environments, hard surface, pbr texturing, and modular workflow Research & Development. Experienced in both realistic and stylized art.

Software	Maya - 3Ds Max - ZBrush Substance Painter - Substance Designer - Adobe Creative Suite - Unity - Unreal - Marmoset
Hard Skills	3D Asset Pipeline - 3D Modelling - Modularity - PBR texturing - Optimisation - Hard Surface - 3D Sculpting
Languages	English (C2) - Spanish (B2) - Dutch (B2) - Papiamentu (C2)

EXPERIENCE

3D Generalist — @LUKKIEN (REALISM / CGI) **Aug 2022 – Dec 2024**

Product models, high-poly and low-poly assets in 3DS Max for Rituals. Photorealistic 1:1 V-Ray renders for web and campaigns. Custom shaders for consistent visual quality. Asana task management, Agile Scrum workflow. Cross-team collaboration.

3D ENVIRONMENT, CHARACTER, PROP, & VEHICLE ARTIST — @CINDER (REALISM) **Jan 2020 – Present**

3D assets for TimeSplitters remake, faithful to original style. Full asset reimaging, modeling, UVing, and QA.

Pipeline documentation and workflow consistency. Trello and HackNPlan for Scrum-based production.

Collaboration for optimized game asset pipelines. Unreal Engine.

- **Developed game ready assets**, including: reimaged in current-gen quality without technical limits. Clean low-poly topology, high-poly to low-poly baking, PBR textures in Substance Painter. Triplanar blending with RGB mask, optional vertex painting, texture variation controls.

EDUCATION & AWARDS

Bachelor of Science in Creative Media and Game Technologies / Saxion AS, The Netherlands **2016 - 2021**

Teamwork, Lead Artist, Board Games (x1), 3D Games (x5), Game Jam 2020 | Best Game Public Choice Award at HEIM exhibition | Realistic Environment and Materials in Unity HDRP (6 months) | Foundation High Level IB Art International School of Curaçao (2013)

Realism / Adriana's Academy of Art Institute / Willemstad Curaçao **2014 - 2015**

Learned rules of realism from Curacaoan renowned realistic artist Papy Adriana, attended classes, workshops, and made paintings and drawings

International Baccalaureate Diploma / International School of Curaçao, Willemstad Curaçao **2007 - 2013**

High Level International Baccalaureate Art at International School of Curaçao

Referrals are available upon request and can also be viewed on my portfolio website and LinkedIn profile.