

Curriculum vitae

3D environment artist

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Freelance but interest in permanent fulltime job.
French Drive license

Profile

I am a CG artist and I have been working in the multimedia industry for 3 years during which I acquired many qualifications, in particular in video games and 3D animation. I am specialized in 3D modeling (Low-poly and High-poly), texturing, lighting and real-time or broadcast rendering and I also make many marketing illustrations for companies specialized in communication or events.

Education

- **2006**: 3D Maya Formation - "Don de l'aigle" training studio (Jean-marc van der Broek)
- **2006**: Graduated in 3D Graphic/Multimedia Bachelor from the School of Applied Arts of Bellecour (ESIA3D) in Lyon
- **2005/2006**: 2nd year of 3D Graphism/Multimedia, from the ESIA3D
- **2004/2005**: 1st year 3D Graphism/Multimedia, from the ESIA3D
- **2003/2004**: Year of Applied Arts in the Applied Art School of Bellecour in Lyon
- **2002/2003**: A-level in Maths
- Languages: French (mother tongue), English (almost spoken fluently), Espagnol (written and read)

Professional Experience

- **October 2009** : 3D Generalist Artist for BigCompany broadcast studio based in Lyon (France).
Creation of 3D realistic environments (modeling, texturing, shaders, lighting, rendering) for Tenesol (Photovoltaic cell energy).
- **July 2009 to September 2009 (Freelance)** : 3D Rendering Artist (Lighting, Shaders, Lighting, Compositing) for Publicis Events Group based in Paris. 3D animation movie for "Renault Electric Vehicles". Integrating 3D Vehicles in HD shooting shots.
- **March 2009 to Avril 2009** : 3D Generalist Artist for BigCompany broadcast studio based in Lyon (France).
3D animated spots creation for architecture and product presentation (Modeling, Texturing, Lighting, Rendering, Compositing).
- **April 2008 to February 2009**: 3D Environment Artist on "I'am Alive", a video game produced by Darkworks and edited by Ubisoft for Xbox 360 and PS3 platforms.
Creation of 3D realistic and detailed environments for urban chaos and atmosphere.
Creation of 3D assets (modeling, texturing, level assemblage, reactor animations) in a special branch of the studio specialized in destructed effects for urban environments (physical and keyframed destruction, FX and earthquake effects and playable specific levels).
- **March 2008 to April 2008**: 3D Shader Artist for Wizz Studio in Paris.
Creation of 3D realistic shaders and animations for a French TV Spot broadcasted by M6, a national French TV Channel.

- **November 2007 to December 2007:** 3D Environment Artist for Akama Studio in Paris.

Creation of 3D environments for the French Tv spot of Nestlé named « KitKat Ultimate Break - Voyage dans l'espace » (High resolution modeling and texturing).

- **April 2007 to November 2007:** 3D Environment Artist on "Resteel 2", a video game edited by Ubisoft for the Nintendo Wii platform in Paris.

Creation of 3D Cartoon Environments (modeling, texturing, level assemblage and lighting).

- **March 2007:** 3D Artist for Edelman Company in Paris and Sony Ericsson's new technology products.

Creation of 3D Inlays in photographs (Environment Modeling/Texturing/Lighting/Rendering).

- **February 2007:** 2D Illustrator for Edelman Company in Paris.

Creation of vectorial and graphical illustrations for press presentation.

- **August 2006 to January 2007:** 3D Environment Artist on "Ghost Recon Advanced Warfighter 2", a video game edited by Ubisoft in Xbox360 and PS3 platforms.

Creation 3D realistic and detailed environments (modeling, textures, level assemblage).

- **July 2005:** Trainee as 2D Graphic Designer in the Extra-communication and Extra-Sport web design studio.

Creation of 2D Flash animations for animated galleries and websites.

- Flyers creations for "Poupée de Son", a concert organisation specialized in Pop/Rock music in Paris.

- Many works of handling, factory.

Computer Skills

- 3Ds max 9.0 (Vray for rendering, shaders and lighting, Mental Ray, Reactor, Normal-mapping) Maya, Zbrush
- Game Engines: Yeti Game Platform (Next-Gen), Unreal 3.0 (Next-gen) and Unreal 2.5
- Photoshop (Textures, Normal-mapping), Illustrator
- Adobe Premiere, After-effect
- Flash MX, Dreamweaver

Hobbies

- Drawing, 3D/graphic creations
- Music (Guitar and singing)
- Video games
- Basket-Ball, Soccer