

Montreal (QC)
CANADA

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Languages: Francais, English

CAREER PLANNING :

3D/2D artist position in Low and high resolution digital modeling and Texturing.

SUMMARY:

- Modeling in 3DSmax, XSI Softimage and Zbrush
- UV layout in 3DSmax, Softimage and Unfold3d
- Texturing with Zbrush, Mudbox, Xnormal, Photoshop, Ndo, Illustrator and Substance Designer
- Lighting/Rendering with 3DSmax Mental ray
- Integration and shader in UDK.
- Character design (Photoshop / Illustrator)
- Project/team management : Mang'Azur 2010 Festival management of 25 people.

WORK EXPERIENCES :

HEADLINE PROJECTS

- **2013 : Artist 3D/2D** - Wild Games Studio - Mascouche - Canada
Modeling - Sculpting - Texturing - UDK shader and Design UI/UX on the project Day One Garry's Incident an FPS Survival game.
- **2012 : Artist 2d** - Ludia - Montréal - Canada
Mock-up - Design UI/UX - Flash Animations on the project Where is waldo Facebook.
- **2012 : 2D/3D creations** - OlivierSayer - Aubagne - France
3d Sculpt - webdesign - Motion design - Logos.
- **2010 : Social game Yodicity** - Cobalink - Toulon - France
Creator of all graphic aspect of Yodicity, a social and editorial game of jedessine.com.
- **2010 : IOS mobile games** - Cobalink - Toulon - France
Creator of all design aspect of two mobile games. "Jedessine" and "point à relier".
- **2009 : redesigning UI** - Cobalink - Toulon - France
Several redesign UI : jedessine.com, 20h59.com, netitmail.com and gusbazar.com.
- **2008/2010 : Lead Artist** - Cobalink - Toulon - France
Team lead of graphic designers, flash advertisement, mobile design
- **2007/2008 : webdesign and illustrations** - Netitbee - Toulon - France
A.S.S.E Kids project : webdesign, illustration and motion design for a short movie 1'40s.
Nrg music awards project : Design UI of the Nrg music awards 2008 website.

INTERNSHIP

- **2011 : Design, Storyboard and Modeling** - 3 months - Action Synthèse - Marseille - France
Design, modeling "props" and participation on Storyboard episode 54 "City of friends" season 2.
- **2007 : Animation Production Assistant Manager** - 6 months - Action Synthèse - Marseille - France
Improvement of "The magic roundabout" production workflow.
- **2006 : Web Designer** - 4 months - Emob - Marseille - France
Creation of the "emob" Mascot and graphic elements for www.emob.fr.
- **2005 : Graphic Designer** - 3 months - Groupe C2 - Marseille - France
Flyers, documents, leaflet, catalogue.

EDUCATIONS :

- **2010/2011 : Concepteur 3D**
3D conceptor : first class honours - Ecole Aries 3D – Aix en Provence - France
- **2006/2007 : Master Ingénierie des médias & Imagerie Numérique Enrichie**
Master on media asset management - Université Ingémédia – Toulon - France
- **2004/2006 : Concepteur Designer en Graphisme**
Graphic designer Bachelor - Ecole Internationale de Design – Toulon - France
- **2002/2004 : Diplôme Universitaire de Technologie : Services et Réseaux de Communication**
2-years university degree in multimedia - IUT de Provence – Arles - France
- **2002 : Bac Scientifique option science de l'ingénieur**
High school diploma in science - Toulon - France

PERSONAL EXPERIENCES :

- **2013 : Participant to the Montréal Game Jam,**
Réalisation of a FPS survival "FeedBack" with Unity in 48 hours - Teamwork with 4 other people.
- **2010 : President of the Association "Amitiés Franco-Japonaises" of Toulon,**
Lead and managed the "Mang'Azur " festival. **10 000 Visitors** - Team leader of 25 volunteers during 6 months.
- **2010 : www.bonjourcosplay.com**
Owner of the website and in charge of the daily content since Juin 2010 - 25 000 unique visitors by month.
- **2007 : Build a Reproduction of a Huge Japanese Temple Door "Torii"**
Design the plan, cut the wood, and work in a team of 6 volunteers. **The door is 4 meter high and is now the emblem of the Mang'Azur festival.**
- **2006 : Participant to the French National Championship Kung-Fu (FAMTV),**
Third place in technical (Tao), senior category.

SKILLS HEADLINES :

SOFTWARES

3DSmax, XSI Softimage, Zbrush, Xnormals, Photoshop, Ndo, Substance Designer, Unfold3d, UDK, After Effect, Sketchbook, Illustrator, InDesign, Premiere, Flash.

LANGUAGES

French (native), English (intermediate), Japanese (notions).

MISCELLANEOUS :

CULTURE

Digital Sculpt, Character Drawing,

SPORTS

7 years of **Kung-fu** Shaolin Ba Chuan Tao **1dan** - Gym/BootCamp.

HOBBIES

Video games (Dota, Hack and slash, TPS, FPS, STR) - Cinema.

ANOTHER INFORMATION

Driving licence

REFERENCES :

Available upon request