

## DOUA PHILIPPE GUE

3D Specialist / Game Artist (3 yrs of Experience)

### SKILLS

- **3D Modeling / Sculpting:** I understand enough about topology ,asset optimization and time management to deliver successfully a solid 3D asset. I always work closely with clients ,concept artists and art directors to provide a solid 3D representation of their ideas and concepts.
- **Texturing :** I take the 3D asset to the next level by painting digitally compelling texture maps based on real life reference images and client ideas and concepts. Also I am familiar with PBR and Specular based texturing.
- **Lighting and Rendering :** I use node functions ,Game Engine technology, Visual Scripting, critical thinking and feedback to compute appealing images and videos that embody the client ideas and concepts.
- **Communication :** One of the most important ability I have is to be able to collaborate with my peers for more clarity on projects. Plus I always ask for feedback to improve my work and improve my skills. Also I share my ideas to enhance someone else work or show different perspective that may be useful for a project, strategy and pipeline.
- **Research and Development :** The main goal of my R&D is to learn new tools and 3D softwares that can be useful for my team so we can stay competitive and effective. Also I spend time to solve game engine problems like project building errors ,and I create new blueprints, UI elements and proto scene to speed up my team workflow in Unreal Engine.
- **Adaptability:** I will shift priorities when the time calls. Despite my attention to details, I will speed up on asset creation and cut corners if there is a tight deadline to ensure the project is delivered successfully.
- **Training :** I am always willing to share my knowledge and I can't stop learning new tools and softwares to be able to grow as an artist and help my team being competitive.
- **Softwares:** Unreal Engine, Unity 3D, Marvelous Designer, Perforce, Xnormal, Knald, Zbrush, Maya, 3DS MAX, Modo, Photoshop, Substance Designer, Substance Painter, After Effects, illustrator...

## EXPERIENCE

### **WALMART Home Office, Bentonville, AR (USA)**

June 2015 - PRESENT

- **3D Asset creation and maintenance** : I have contribute to 70% of the asset creation for how 3D library since I started. It helps my teammates to build 3D scenes faster and deliver project on time.
- **Unreal Engine** : My main goal in Unreal engine is to create useful blueprints , UI elements ,etc and solve problems to keep the team efficient and save time.
- **Research and Development:** I keep my eyes opened on new tools and 3D softwares that can be useful for our pipeline . Plus I go in depth, learn about them ,then document my work for the team.
- **Support Multi Channel, Proto Review** : I support render images for many department and projects but not limited to : proto/CAD teams, FET layouts, Pickups Destinations, Pickup Tower Proposals, Flex Robots Locations, Pickup Signing/Marketing, Endless aisle for Pharmacy Medical Equipment, Dotcom, 3D Text Renders, Fabrics, Electronics, Tool World, Liquor, Money Center, Grocery, Hispanic Optimization.

## EDUCATION

### **THE DAVE SCHOOL ( Digital Animation And Visual Effect School),Orlando ,FL (USA)**

October 2013 - April 2015

Completed coursework in:

- 3D Modeling
- Digital Sculpting
- UV mapping and texturing
- PBR
- Visual Scripting
- Hand key Animation
- Motion Capture Clean up
- Rigging
- Assets implementation in Game Engine
- Instance Materials creation