

KEVIN GILLE

3D Artist



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9 rue Saint-Julien - 51100 REIMS (FRANCE)

Education

2012-2015 : Titre d'Infographiste de Film d'Animation option animation (RNCP - Niveau II) (Canadian equivalent : baccalaureate)

2010-2012 : BTS Communication (equivalent DEC-T)

2010 : Baccalauréat série S (mention Assez Bien)

Work experiences

From August 2016 to February 2018 : PACIFA decision

3D Artist (Fixed-term contract) :
- Creation of 3D panoramic views for online ticketing services of many cultural and sports clubs (examples on my website)
- Creation of 3D architecture videos

From March to May 2016 : Com par l'image

3D Artist (Fixed-term contract) :
- Realization of 3D animations for various clients (worked on all aspects)

From September to December 2015 : Polymorph Software

3D Artist (internship) :
- Creation of « Extrem Abyssal » project (chara-concept, modeling, texturing, surfacing, rigging)
- Participation in the project « Ile des Sciences » (animation)

From July to September 2014 : Studio Vicky

3D Artist (internship) :
- Realization of a 3D short film («Vick&Vicky» visible in my book)

Other work experiences

2011 - 2012 : Internship (8 weeks) in the association «Dinan Tourisme d'Affaires»

July-August 2012 : seasonal employment in «Super U Matignon»

2011 : Internship (7 weeks) in Hyères-les-Palmiers city hall (communication)

August 2011 : seasonal employment in «Photo-Raph», photographer et gift shop

July-August 2010 : seasonal employment in «Intermarché Saint-Cast»

About me

- Working Holiday Visa (2 years) - Driving Licence
- 25 years - Creative - Willing - Self-made man
- Passionate about video games

Languages



Skills

- Modeling
- Texturing
- Realtime
- Sculpting
- Lighting
- Compositing
- Animation
- Rig / Skin

Softwares



Interests

- Journeys : 2006 - 2008 : Senegal / 1996 - 1998 : French Polynesia
- Interests : Video games - VR - Japanese culture and animation - Guitar

Find all my works on my portfolio :
www.kevingille.fr

