



portfolio : <http://kimsicotte.com>  
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## WORK EXPERIENCE.....

LAI Games, Singapore September 2015-present

Technical Artist

Outnumbered (Arcade Game)

- Design, own and optimize the art pipeline for Unity, Android and iOS
- Concept art, modeling, texturing, rigging, animation, lighting and VFX
- Integration and optimization of game assets on all of the game's platforms
- Project and capacity management for art deliverables
- Perform art reviews and coach other game artists, both locally and abroad
- Collaborate and support contractors and 3<sup>rd</sup> parties based outside of Singapore
- Manage onboarding, day to day operations and performance of art interns

Videotron, Montreal, Canada 2011-2015

Business Technical Support & Online Customer Service Representative

- Provide personalized technical support for a business telecommunication customers
- Interacting with many internal and external entities in an operational and business mindset
- Chasing resolution for advanced and complex problems while keeping clients updated and satisfied

## SKILLS.....

TOOLS AND TECHNOLOGIES:

- Advanced knowledge of 3DS Max, Blender, Adobe Photoshop, Substance Painter, Unity 3D, Affinity Designer, Handplane, xNormal
- Proficiency with Houdini, Substance Designer, Substance Alchemist, ZBrush, Maya, Mudbox, Marmoset Toolbag, Microsoft Office Suite, Illustrator, Adobe Premiere, Adobe After Effects, Jira, Confluence, Git
- Familiar with Unreal Engine, Perforce, Game Maker Studio, Quixel Suite
- Knowledge of scripting and mark up languages (VEX, Processing 2, Javascript, PHP, HTML, CSS, XML)

SOFT SKILLS:

- Strong knowledge of creative, artistic and game development processes
- Proactive team member able to share and learn from feedback
- Apt communicator with great interpersonal relations
- Organised and structured through agile project management and methodologies
- Polyvalent learner of advanced and complex concepts
- Agile and productive under pressure
- Strong work ethic and proven reliability

## EDUCATION.....

Nanyang Polytechnic, Singapore 2018

Certificate in Visual Effects Technics: Houdini Specialty

Campus ADN, Montreal, Canada 2013-2014

Certificate of Collegial Studies: 3D Modeling for Video Games

Concordia University, Montreal, Canada Bachelor of Fine Arts: Computation Arts Program	2010-2013
Champlain College, Saint-Lambert, Canada Diploma of College studies: Creative Arts Program	2008-2010
École d'éducation internationale, McMasterville, Canada Diploma of Secondary Studies (DES), DES+ and Certificate of the Middle Years IBS	2003-2008

## PERSONAL PROJECTS.....

Global Game Jam École de technologie supérieure, Montreal, Canada	January 2015
<ul style="list-style-type: none"> <li>• Video game project produced within 48 hours</li> <li>• Concept art, modeling and texturing for characters</li> <li>• Assets and props creation (modeling and texturing)</li> <li>• Exposure to technical limitations of game engine (Unity 3D) and real time rendering</li> <li>• Balancing milestones, gates and deadlines with other part-time team members</li> </ul>	
GROUP PROJECT (unpublished) Work from home, Singapore	July 2014 – February 2015
<ul style="list-style-type: none"> <li>• Video game project with graduates of Campus ADN's various programs</li> <li>• Concept art, modeling and texturing for characters</li> <li>• Exposure to technical limitations of game engine (Unity 3D) and real time rendering</li> <li>• Balancing milestones, gates and deadlines with other part-time team members</li> <li>• Ensuring good communication and workflow across time-zones (Montreal-Singapore)</li> </ul>	
SHATTERED (unpublished) Campus ADN, Montreal, Canada	March 2014 – July 2014
<ul style="list-style-type: none"> <li>• School wide capstone project, creation of platformer-type video game</li> <li>• Concept art, ZBrush sculpting, modeling and texturing for characters</li> <li>• Assets and props creation (modeling and texturing)</li> <li>• Collaboration with level designers for an immersive player experience (level art)</li> <li>• Exposure to technical limitations of game engine (Unity 3D) and real time rendering</li> <li>• Respecting extreme milestones, gates and deadlines (4 months pre-prod to launch)</li> </ul>	

## ACHIEVEMENTS.....

Campus ADN, Montreal, Canada Voted most artistic student by peers	2014
Concordia University, Montreal, Canada Executive member of CACTUS (Computation Arts and Creative Technologies Students)	2012
Active volunteering, Montreal area, Canada Volunteer for multiple social organisations (homeless shelter, local mutual aid and youth program)	2003-2008

## OTHER INFORMATION.....

LANGUAGES:	EMPLOYMENT STATUS	REFERENCES
French (native) and English	LOC (Dependant pass)	available upon request