

Who am I ?

Hello HR team or anyone interested in my abilities!

I am not just an environment artist, I am also a great human being easy-going and liking teamwork.

But I am also someone autonomous, dynamic and have great organizational skills.

I never hesitate to help my team or to ask help for myself because communication is the key of a great project.

If you have something for me, just ask. It could be a great opportunity!

Education

2014-2016	Master in Game Art and Management Supinfogame Rubika Valenciennes France
2011-2014	Bachelor in Game Art and Management Supinfogame Rubika Valenciennes France
2010-2011	Preparatory year for Fine Arts studies Atelier de Sèvres Paris France
2010	High school certificate (Science major) Aix en Provence France

Work Experience

February 2018 - August 2019
Ubisoft Bordeaux | Bordeaux | France
Ubisoft is an international video games company :
ubisoft.com

Projects : Ghost Recon Breakpoint (Level Artist Junior)

- . Internal communication officer for art team in Bordeaux
- . Creation of tutorials for the art team
- . Modeling of 3D models for game's environments
- . Creation of PBR textures in Substance
- . Level building in the in-house engine



Projects : Ghost Recon Wildlands: Mercenaries (Level Artist Junior)

- . Modeling of 3D models for game's environments
- . Creation of PBR textures in Substance
- . Level building in the in-house engine



January 2017- Decembre 2017
Kylotonn | Paris | France
Kylotonn is a company specialized in the racing game genre :
kylotonngames.com

Projects : VRally 4 (environment artist)

- . Modeling of 3D models for game's environments
- . Creation of PBR textures in Substance
- . Level building in the in-house engine



July - december
2016

Kylotonn | Paris | France
Projects : WRC6 and VRally 4 (internship)

- . Modeling of 3D models for game's environments
- . Creation of PBR textures in Substance
- . Level building in the in-house engine



June - August
2015

Turbo Tape Games | Bergen | Norway
TTG is the oldest, most established game development company in Norway :
turbotapegames.com

Level and Props Designer (internship)
I created with 2 other game Artists, 2 new environments for Warhammer: Arcane
magic's DLC with 8 levels each.

June - September
2014

NaturalPad | Montpellier | France
NaturalPad is a video game studio making serious games around health : naturalpad.fr

2D/3D Artist (internship)
I helped the Artistic Director creating new universes and artistic direction and producing
these by modeling and texturing 3D models for several of their games.

August - September
2013

Actiplay ConcoursMania | Montpellier | France
Actiplay makes advergames for big french companies as Carrefour or U : actiplay.com

2D Artist (internship)
I designed advertising banners for french companies and help integrate 2D games.

Skills

Art : Photoshop, Illustrator, Substance, 3DsMax,
Zbrush, Drawing

Integration : Unity, Unreal Engine 4 and other
in-house engines

Management (basics) : Scrum, Waterfall

Programming (basics) : Game Maker, html 5,
CSS 3

Language : French : native speaker
English : good level but need to practice
Spanish : basics

Hobbies

Video Games I love : Beyond Good and Evil, Crusader Kings II, Minecraft, The Witcher, survival games
(Rimworld, Don't Starve...), simulation games (Prison architect, Banished,...)

Other hobbies : I love interior design and reading comics.
I did 8 years of contemporary dance and practiced archery

References

David PELLET

Lead Artist | Ubisoft Bordeaux
Bordeaux | France
david.pellet@ubisoft.com

Stephane CAMBIER

Lead Environment Artist | Kylotonn
Paris | France
stephane.camb@gmail.com

Fredrik SUNDT BREIEN

CEO/Creative director | Turbo Tape Games
Bergen | Norway
fredrik@turbotapegames.com