

Fanny VERGNE

06/15/1986

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Artstation : <https://www.artstation.com/artist/faf>

Work Experience

- **Apr. 2019 to Present, Freelance 3D Artist**

- **Mar. 2015 to Apr. 2019, BLIZZARD ENTERTAINMENT - Irvine, California, USA**

Senior 3D Environment Artist / Raid Supervisor on World of Warcraft (PC)

- **Jan. 2013 to Feb. 2015, BLIZZARD ENTERTAINMENT - Irvine, California, USA**

3D Environment Artist on World of Warcraft (PC)

- **Jun. 2010 to May 2011, PUNCHERS IMPACT- Paris, France**

3D Environment Artist on Deathmonsters (Xbox 360)

3D Environment Artist on Horsestar (PC)

- **Oct. 2008 to Apr. 2010, UBISOFT - Montpellier, France**

3D Environment Artist on an unreleased project (PS3)

3D Environment Artist on Rabbids Go Home (Wii)

Skills

- Capable of defining creative vision and create 3D assets in different styles to support ideas.
- Knowledge of the different platform constraints, tools and engines required to effectively create and optimize assets.
- Able to mentor and develop artists by providing feedback to help grow and foster talent.
- Good relationships with other team members to maintain efficiency and improve performance.
- Knowledge of modeling, digital sculpting, creating textures, lighting and composition.
- **Softwares** : 3Ds Max, Maya, Zbrush, Adobe Suite (Photoshop, Illustrator, Première), 3D coat, KeyShot, Substance Painter.
- **Realtime Engines** : CryEngine 3, Unreal Engine, Unity, Marmoset Toolbag.

Education

- **Aug. 2012 to Sept. 2012 Kaplan Irvine College - Irvine, CA, USA**

Intensive english Class

- **2004 to 2008 SUPINFOCOM - Arles, France**

Master's degree in digital filmmaking (BAC +5)

- **2004 Lycée Fénelon - Toulon, France**

Scientific High School Diploma (option plastic arts) with honors