

# Yan Morala

Senior Character Artist & Lead Artist

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## Softwares

Zbrush, Maya, Arnold, Redshift, Substance Painter  
3dsMax, Vray, Corona Render, Marvelous Designer  
Adobe Creative Suite

## Work experiences

2018-Actually

- **Tilting Point** / Lead 3d Artist & Senior Character Artist

2016-2018

- **Gameloft Madrid** / Lead 3d Artist / Lead Character Artist on Gods Of Rome (HighRes/LowRes characters: modeling, texturing, shading, lighting) / Lead 3d Artist for Packaging Dpt. (High Res image creation: characters, vehicles, environments, props / texturing, shading, lighting, rendering)  
- **Giant Animation** / Freelance Shading Character Artist (texturing, shading and lighting of characters, vehicles and set)

2015

- **Gameloft Madrid** / Senior Character Artist / 3d Generalist (High Res image creation: characters, vehicles, environments, props: modeling, texturing, shading, lighting, rendering)

2014

- **Any Arts Production** / Heaven the Game: 3d Character Artist  
- **Raging Heroes** / TGG Kickstarter: 3d Character Artist (miniatures, props, weapons, 3d print exports, ...)

2013

**Ubisoft Montpellier** / Rayman Legends: 3d Character Artist

2010-2012

**Ubisoft Montpellier** / Zombi-U, Ghost Recon Future Soldier, Rabbids, Just Dance 2, Artoys Eeertz: 3d Artist  
/ Marketing Artist

2010

- **TAT Productions** / The Jungle Bunch: 3d Character Artist (character modeling, texturing, shading)

2009

- **TAT Productions** / The Jungle Bunch: 3d Character Artist (character modeling, texturing, shading)

- **Gedeon Programmes - Arte - Discovery Channel** / L'Esprit des Plantes directed by Jacques Mitsch: VFX Artist (3D, Compositing)

- **Xbo Films - La Ménagerie** / Happiness is good for you (stop-motion animated series): VFX Artist (3D, Matte Painting)

- **Dark Factory** / "Enfoiré de Président" (short film): VFX Artist (3D, Compositing, Tracking)

2003-2008

**Arc Center** / Architecture & Real Estate: 3d Artist (3d modeling, texturing, shading, rendering)

## Degrees

2002

Qualified CG / Multimedia Diploma - EDAAG School (ESAA, grade A pass)

1999

Professional Sales Qualification

1997

BAC STT Marketing

Languages: French, English, Spanish

Driving License / AFPS / BAFA

## Personal experiences

2016: Artstation ILM STARWARS Challenge Survivor + Favorite

2010: Matte Painting published in CFSL Artbook 04

2009: Gnomon Workshop (prizes in 3D, Digital Sculpting) / CG Channel (2 prizes in Matte Painting)

## Hobbies

Bagpipes, collectibles 3d print, drawing, photography