



MAAYANE ODOU DIGITAL SCULPTOR

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WORK EXPERIENCE



Digital Sculptor - Freelance

1 Year | Lyon, France

Different missions such as : Miniature sculpting for 3D printing, modeling, texturing, rigging of custom VRchat characters. Illustration for Board games.



Animator / treasure keeper - Lyon Game Dev (association)

3 years | Lyon, France

Creating afterwork meetups for video games professionals. Directing a team of volunteers, animating the meetups and redacting the financing files.

FORMATION



Portland State University - Master "Arts of the scene"

2017 - 2018 | Portland, OR, USA

Graduate level courses of traditional animation, digital painting, VFX (Photoshop, After Effect), introduction to Unity and Design as a discipline.



University Lumière Lyon II - Licence in "Film studies"

2014 - 2017 | Lyon, France

Theoretical formation in video editing, images, aesthetics, and Film History.

PROJECTS AND CONTESTS

Scientific Game Jam 2021 | Mentor and organizer

Game Jam E-Artsup 2021 | Jury Member

Super Demain 2019 | Organizer Of the "video games"
Vertical

Startup Weekend Lyon Jeux Vidéo 2019 | First place

SOFTWARE SKILLS



Photoshop
Concept art



Zbrush
Digital Sculpting



Blender
Texture painting



Unity
Intégration,
Shaders

LANGUAGES



French | Fluent



English | Fluent



Spanish | Intermediate

CENTERS OF INTEREST

3D Printing | I sculpt and sell dematerialised toys and figurines that people can 3D print at home. I also print toys from other creators.

Tabletop Role Playing Games | I love games that rely on social interaction and imaginative strategies. It allows me to practice with improv skills and develop my empathy.

Digital Mediation | I give robotics classes for beginners, and I regularly organize events around video games as an art and an Industry (Post mortems, XP sharing, Game Jams...).