

MAXENS BONNET

3D ARTIST

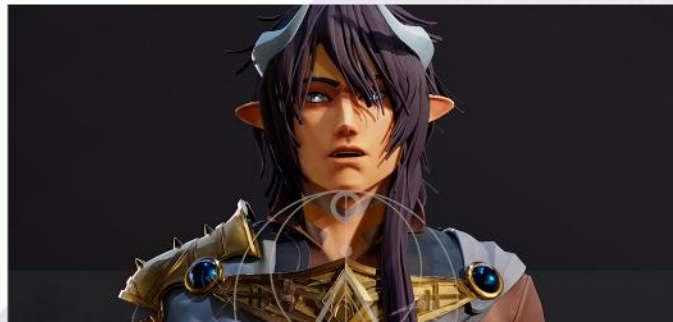
WWW.MAXENS-BONNET.COM

SUMMARY

Maxens Bonnet
3d Artist

i've studied during 3 years (2008-2011) in 3D design , and technical art school in France . I've worked in advertisement, serious game , and video game industry as a 3D Artist for 8 years.

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EXPERIENCES

2017- to present : 3D artist | Operantis / Akka Technologies

2015-2016 : 3D/character artist | freelance

2014 : 3D artist | Virtual IT

2013 : 3D/character artist | Humadis

2011-2012 : 3D artist | VEGA/telespazio

2010 : 3D/character artist | Abeilles editions

SKILLS

3D MODELING

CHARACTER MODELING

TEXTURE BAKING

REAL TIME RENDERING

TEXTURING

PBR TEXTURING

SOFTWARE PROFICIENCY

ZBrush

Blender

Substance Painter

3ds Max

Maya

Photoshop

Marvelous Designer

Quixel Suite

Marmoset Toolbag

Unreal Engine

Unity

FORMATION

2012-2013 : Stonetrip ShivaEngine certificate

2008-2011 : state diploma of computer graphics at aries toulouse

INTERESTS

Art, music , video games

