

Dallas, TX 75287(USA)

guyphil2k@gmail.com

<https://www.doua.art>

Doua Philippe Gue

Sr. 3D ARTIST / Environment and props

EXPERIENCE

Razor Edge Games, Gilbert, AR (USA) –3D Environment Artist
(Freelance)

May 2015 - Present

- **3D modeling, sculpting, UV mapping and texturing of Environment assets.**

HookBang, Austin, TX (USA) –3D Artist/ World Builder (Freelance)

August 2020

- **I was responsible for building a level in Unity for DC Fandom -Global Experience. That includes assets placement, assets optimization, making missing assets and textures.**

MUTINY FX, Bentonville, AR (USA) –VFX GENERALIST

August 2018 -March 2019

- **High details 3D Asset Modeling and texturing**
- **Rotoscoping**
- **Color grading**
- **Camera tracking**
- **Unreal Engine Cinematic**
- **VR R&D**

The softwares I used for the VFX projects are After Effect, Mocha, Maya, Substance Painter, Photoshop, Unreal Engine and Unity3D.

The movies I had the opportunity to work on are :

- **No Escape Room**
- **Christmas Camp**
- **The Kevin Hart Irresponsible Tour**

WALMART Home Office, Bentonville, AR (USA) – 3D Specialist

June 2015 - July 2018

- **3D Asset creation and maintenance:** 3D modeling and texturing of 3D assets from all store departments. Set dressing and store layout. Revisit and improve 3D assets from our library.
- **Unreal Engine :** Make blueprints using visual scripting and basic programming knowledge. Build UI elements ,Game mode ,Cameras... to solve problems and enhance 3D walkthrough in store scenes .
- **Research and Development:** Keep my eyes open on new tools and 3D softwares that can be useful for our pipeline . I was also involved in a couple VR and AR projects for current and future stores in Unreal. Plus I go in depth, learn about them ,then document my work for the team.
- **Support Multi Channel, Proto Review :** I support render images for many departments and projects but not limited to : proto/CAD teams, FET layouts, Pickups Destinations, Pickup Tower Proposals, Flex Robots Locations, Pickup Signing/Marketing, Endless aisle for Pharmacy Medical Equipment, Dotcom, 3D Text Renders, Fabrics, Electronics, Tool World, Liquor, Money Center, Grocery, Hispanic Optimization.

SKILLS

- Understanding of teamwork, constructive critiques and time management.
- Developed a strong Artistic Eye over the past 5 years in the CG industry.
- Understanding of color theory, color management and composition.
- Understanding of rotoscoping ,2D/3D tracking and color grading.
- Maintain consistently high standards for accuracy, aesthetics, and productivity.
- Understanding of PBR and procedural workflow
- Work in a variety of areas such as 3D modeling, texturing, rendering environments, compositing, and lighting to create exciting and innovative experiences in 3D.

- Understanding of technical art production and end-to-end modeling, texel density, UV unwrapping, texturing and rendering workflows.
- Experience working in a fast-paced 3D production environment.
- Experience using popular computer graphic packages such as Unreal Engine, Unity 3D, Marvelous Designer, Perforce, Xnormal, Knald, Zbrush, Maya, 3DS MAX, Modo, Photoshop, After Effect, Mocha, Substance Designer, Substance Painter, After Effects, illustrator...
- Experience doing visual scripting such as Blueprint in Unreal Engine and Playmaker in Unity3D.
- Consistently improving by learning new pipelines, tools and staying updated on new technology.
- Understanding of programming terminology and basic knowledge of C/C++
- Good oral and writing skills in English and French.

EDUCATION

THE DAVE SCHOOL (Digital Animation And Visual Effect School),Orlando ,FL (USA) – Associate's degree Game Production

October 2013 - April 2015

Completed coursework in:

- 3D Modeling
- Digital Sculpting
- UV mapping and texturing
- PBR
- Visual Scripting
- Hand key Animation
- Motion Capture Clean up
- Rigging
- Assets implementation in Game Engine
- Instance Materials creation