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Experience

Freelance - 3D Artist - Montpellier, France - 2013 / Current Position

- Volumique - LowRes Characters / Mobile Game
- IWD - Props - Perfume bottle / Furnitures
- In Situa - Archi/Environment - Montpellier
- In Situa - Archi/Environment - Brou-sur-Chantereine
- Callimedia - Characters Animation / Medicine
- Antek Studio - LowRes Characters / VideoGame
- Antek Studio - Architecture / Rendering / V-ray
- KT Games & Artefacts Studio - Texture Artist / V-Rally 4
- Royal Canin - Advertising / Cinematic
- In Efecto - Characters / Digital Sculpture / Zbrush
- In Situa - Archi / Environment - Paris, France
- In Situa - Archi / Streetcar - Bordeaux, France
- In Efecto - (Michelin) - HighRes Character / Advertising
- Label Surface - Digital 3D Printing
- BNP Paribas - Interior architecture

...Frequently Updated

Internship Character Artist - Hanakai Studio- Paris, France - 2013

- «Prodigy, The Game» - Tactical RPG
- Storyboard
- Animatic
- LowRes Character (Zbrush, Maya)

Internship 3D Artist - Ghalmac Games - Nîmes, France - 2011

- «Exodus» - Indy Game Project
- LowRes Characters - Modeling / Texturing
- After Effects

Education

Creajeux - Nîmes, France - 2009 / 2012

- Graduated from «Creajeux», specializing in VideoGames and Pre-Calculated Cinematic

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|--------------|--------------|-------------|---------------|
| - StoryBoard | - Animatic | - Modeling | - Texturing |
| - Setup | - BlendShape | - Skinning | - Animation |
| - Shading | - Lighting | - Rendering | - Compositing |

High School - Alphonse Daudet - Nîmes, France - 2009

- Bachelor Level- Arts Speciality

Softwares



Zbrush



Maya



3Ds Max



Photoshop



Marmoset



Marvelous
Designer



Mental Ray



V-Ray



Quixel
Suite



Substance
Painter