

Career Objective

My goal is to work as a 3D environment artist. My objective is to be part of a talented team in order to use my dynamism to produce state of the art assets, and stay at the forefront of the industry.



Education

October 2011 to June 2016 : **Game art & Management** – Five year master's degree (expected)
Supinfogame, video game school, Valenciennes, France

July 2011 : **Scientific Baccalaureate** – French equivalent of A-Levels/High School Diplomas
International High School Victor Hugo, Colomiers, France

Projects

(more informations on my portfolio)

Octoberber 2015 to June 2016 : Fallen Steel
Final year student project

Fallen Steel is a 4 player cooperative game running on UE4 for PC. 3 TPS commandos have to infiltrate a city. The 4th player supports them through drones with a tactic top view and RTS controls.

- I'm the project manager (7people) and I lead the team to reach ambitious goal.
- I'm also the tech art so I learn a lot about Substance/Shaders

November 2nd, 3rd 2013 : Keyboard Mandala
During the ArtGame Weekend 4

With Keyboard Mandala, one player is the traveler visiting the desert with an xbox controller, while the second player is the creator-musician, giving life to the environment thanks to the music playing with a keyboard. Almost every key is associated with an asset.

- I produced quickly a lot of 3D assets.
- I thought about a very uncommon gamedesign.
- We were invited to the famous AMaze Festival (Berlin) and other festivals.

March 2014 : Meckabolt
During two weeks at Supinfogame

Mekabolt was a student project at Supinfogame. It was an order from Gameloft. They asked us to deliver a game aimed at kids aged 8-12 yo without virtual joystick. Mekabolt is a physics-based 3D robot-building and combat game. Two players face-off against each other using the same tablet

- I was lead art on the production
- I kept an overview on asset production (7artist under my lead)

Mon Aventure Z, WatchOut, Right Time, Nova, Polyglotte ...

SupinfoGame's projects

Work Experience

July 2015 to September 2015 : **3D Environment Artist**
SLOCLAP (Paris)

As member at the very beginning of SLOCLAP, I was in charge to **follow the vision of the Art Director** to elaborate the AD in UE4 through so many aspect.

- Be part of a small (11 people) experimented team (5seniors) to start a project.
- Learn so many tips about materials workflow in UE4 / Substance.

September 2010 to June 2011 : **President**

BDE Victor Hugo (High school student organization)

During this school year, I devoted my time to relaunch the student organization in the scope of proposing **events, trips and conferences to 2200 students.**

- Set up various events and conferences from scratch.
- In charge of budget management (20k€/year)

2010 to 2014 (summer jobs) : **Team Manager**

PEEP (national non profit-making parents' association)

The goal was to **help families** buy cheap schoolbooks. I had an **important role** in the organization to help make it as successful as possible each year.

- Training unpaid workers and employees.
- Managing a 5 person team.
- Receiving new members, filling their orders, and account management.

Computer Skills

High poly & low poly modeling, retopologie, unwrap, texturing

3D Software : 3D Studio Max, Substance, Zbrush, Mudbox, Topogun, Unfold3D

2D Software : Photoshop, After effects, Illustrator, Flash

GAME ENGINES : UE4, Unity 3D

Languages

French : native speaker

English : fluent

Hobbies

Soccer - 6 years

Skiing - Competition

Cycling

The Last of Us

Beyond Two Souls

Mirror's Edge

Journey

Banjo & Kazooie

Walking Dead (series / comics)

Breaking Bad (series)

Game of Thrones (series)

Homeland (series)