

OBJECTIVE

My goal is to create assets (illustration or 3D assets) that are visually impactful and memorable using the newest technology. For this, I rely on artistic and technical knowledge and a teamwork that goes to the highest quality. I want to set up pipelines following technological advances while providing a global vision that allows a continual artistic evolution.

EXPERIENCE

UBISOFT MONTRÉAL STUDIO - Montréal, Canada

Since Sept 11

Lead CG Artist

- Responsible for delivering illustrations and 3D assets for marketing and production
- Leading a team of 10 talented artists (modelers, texturers, Illustrators)
- Definition and optimization of the production pipeline
- Creation of 3D HR assets for marketing and production
- Creation of Illustrations for marketing and production

UBISOFT WORLD STUDIO - Paris, France

Sept 10 to Sept 11

Character Artist - Might And Magic Heroes Kingdoms

- Creation of 3D assets (armor sets, weapons, background) for an avatar generator
- Planning management for the 3D team, control and technical optimization.
- Integration of assets in the production pipeline
- Creation of documents for the graphics team: best practices, optimizations

UBISOFT WORLD STUDIO - Paris, France

July 06 to Sept 10

CG Artist

- Creation of Illustrations for marketing and production

TAT PRODUCTION - Toulouse, France

Summer 05

CG Artist - "Feuille" : Animated movie directed by Laurence Milan

- Movie preview / modeling / texturing / rendering of realistic objects

DISCREET PROGISTIK CONTEST 2004 - Rennes, France

Feb 04

- Jury prize for the project "Chenonceau"

EDF-GDF GRAND TOULOUSE COMPUTER SCIENCE - Toulouse, France

Summer 03

Web Developer - Designer

- Web Site for the EDF GDF network of management to an autocommutator database.
- Creation of a Excel file exportable into a database.

FORMATION

ESRA BRETAGNE SECTION SUPINFOGRAPH' - Rennes, France

2003-2006

Ecole Supérieure de Réalisation Audiovisuelle

DUT INFORMATIQUE D'ANALYSTE PROGRAMMEUR - Toulouse, France

2001-2003

Diplômé de l'Université Paul Sabatier TOULOUSE III

SKILLS

Language : French, English

Engine : Unity

Softwares : 3dsmax, Maya, Zbrush, Photoshop, Vray, MentalRay, Combustion, After effect, Premiere Pro

Programming : Mel, MaxScript, C++, Cobol, PHP, HTML, Java, ASP

Conception Methods : Methode de Merise, UML

OUTSIDE INTERESTS

Hobbies : volley ball, video games, graphic novel

Travels : Ireland, United States, United-Kingdom, Spain, Italy, Deutschland, France, Belgium