



Dynamic follower of simple, careful and efficient work, I am looking for project where I will invest in new challenges in the creation of video games.



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JOB EXPERIENCE

KT-Racing (Kylotonn) | Paris (France)

3D ENVIRONMENT ARTIST
2016 - Present

Responsible to create props & helping on various levels (sculpting, placing props and bug fixes) on Tourist Trophy - WRC (6 & 8) - VRally 4.

3D VEHICULE ARTIST
2017 - 2019

Manage the vehicule setup & integration (+ gauges & hud intern) on the engine and responsible to create & setup the vehicule breakable parts & deformation in-game on VRally 4.

In charge to setup the rally cars and bikes for import on the updated engine (shader & modeling) and texturing the updated livery (2019) on WRC 8 and Tourist Trophy 2.

Black Sheep Studio & Battle Factory | Paris (France)

2D/3D ARTIST
2012 - 2013

Create various art for the web game MyAgglo promoting ecology at Cergy-Pontoise.

Produce various 3D models (vehicules & characters) on Wars and Battles based on the board games for mobile platform.

Asobo Studio | Bordeaux (France)

3D ENVIRONMENT ARTIST
2011 - 2012

Create various props on the levels (Ratatouille & Toy Story) for Kinect Rush : A Pixar Disney Adventure.

SoftEdge | Namur (Belgium)

3D ARTIST
2009 - 2010

Produce 3D creations commissioned by architectures agencies.

BBB Studio | Namur (Belgium)

2D/3D ARTIST
2008 - 2009

Work on a tower defense project on Playstation Portable using the Fresh 3D engine.

Black Sheep Studio | Paris (France)

2D/3D ARTIST
2007 - 2008

Intership (UI design, environment, characters) on various project on Nintendo Wii.

EDUCATION

Albert Jacquard High School
HEAJ | Namur (Belgium)

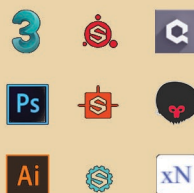
2008

Bachelor's degree in Computer Graphics, specialized in Video Games.

SKILLS

Good knowledge in PBR Texturing, UVs, modeling, image optimisation and quantisation.
Environnement PC, Mobile, Console -
Fresh 3D engine, Unreal engine,
Unity engine, Construct 2, PlayAll engine.

SOFTWARES



SHIPPED TITLES

