

## Who am I ?

With my Master in Game Art and Management from Supinfogame Rubika, I am currently working as an Environment Artist at Ubisoft Bordeaux.

I am someone autonomous, dynamic and have great organizational skills.

I am always looking for new opportunities!

## Education

2014-2016	Master in Game Art and Management   Supinfogame Rubika   Valenciennes   France
2011-2014	Bachelor in Game Art and Management   Supinfogame Rubika   Valenciennes   France
2010-2011	Preparatory year for Fine Arts studies   Atelier de Sèvres   Paris   France
2010	High school certificate (Science major)   Aix en Provence   France

## Work Experience

February 2018 - Present	<b>Ubisoft Bordeaux   Bordeaux   France</b> Ubisoft is an international video games company : ubisoft.com  Projects : a TBA game (environment artist) <ul style="list-style-type: none"><li>. Modeling of 3D models for game's environments</li><li>. Creation of PBR textures in Substance</li><li>. Integration in the in-house engine</li></ul>
January 2017- Decembre 2017	<b>Kylotonn   Paris   France</b> Kylotonn is a company specialized in the racing game genre : kylotonngames.com  Projects : a TBA game (environment artist) <ul style="list-style-type: none"><li>. Modeling of 3D models for game's environments</li><li>. Creation of PBR textures in Substance</li><li>. Level building in the in-house engine</li></ul>
July - december 2016	<b>Kylotonn   Paris   France</b> Projects : WRC6 and a TBA game (internship) <ul style="list-style-type: none"><li>. Modeling of 3D models for game's environments</li><li>. Creation of PBR textures in Substance</li><li>. Level building in the in-house engine</li></ul>

June - August  
2015

### Turbo Tape Games | Bergen | Norway

TTG is the oldest, most established game development company in Norway :  
turbotapegames.com

#### Level and Props Designer (internship)

I created with 2 other game Artists, 2 new environments for Warhammer: Arcane  
magic's DLC with 8 levels each.

- . Modeling and texturing of 3D models
- . Creation of 8 level design for the second DLC
- . Integration of the different elements (2D and 3D) in Unity
- . Management of the two other game Artists

June - September  
2014

### NaturalPad | Montpellier | France

NaturalPad is a video game studio making serious games around health : naturalpad.fr

#### 2D/3D Artist (internship)

I helped the Artistic Director creating new universes and artistic direction and producing  
these by modeling and texturing 3D models for several of their games.

August - September  
2013

### Actiplay ConcoursMania | Montpellier | France

Actiplay makes advergames for big french companies as Carrefour or U : actiplay.com

#### 2D Artist (internship)

I designed advertising banners for french companies and help integrate 2D games.

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## Skills

Art : Photoshop, Illustrator, Substance, 3DsMax,  
Mudbox, Zbrush, Topogun, Drawing

Integration : Unity, UDK, Unreal Engine 4

Management (basics) : Scrum, Waterfall

Programming (basics) : Game Maker, html 5,  
CSS 3

Language : French : native speaker  
English : good level but need to practice  
Spanish : basics

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## Hobbies

Video Games I love : Beyond Good and Evil, Crusader Kings II, Minecraft, The Witcher, survival games  
(Rimworld, Don't Starve...), simulation games (Prison architect, Banished,...)

Other hobbies : I did 8 years of contemporary dance, I practice archery, and I like to cook, read comic books  
and play board games

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## References

Stephane CAMBIER

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Fredrik SUNDT BREIEN

CEO/Creative director | Turbo Tape Games  
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Tristan LE GRANCHE

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