Chloe Ravallec
Environment Artist

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Props | Level building | Game Art Teaching   **chloeravallec.fr**

Who am I ?

I am a **freelance** artist with **5 years of experience** on multiple projects which give me a precise **budget vision**.
I am a great defender of **teamwork**, **communication** and **knowledge transmission** that's why I strated **teaching**.
I also love **bringing life** to areas and **telling stories** through sceneries to bring more **immersion** to the player.
If you have something for me, just ask. It could be a great opportunity!

Work Experience

Aug 2019 / Today   **Freelance** | Open to Remote | Bordeaux | France

Environment Artist | Big Bad Wolf Studio | Remote | France | 2021
Vampire: The Masquerade, Swansong
. **Planning** and **budgeting** fittingly Game Art tasks
. Production of **3D environment** and **interactives assets** following project guidelines
. Creation of **PBR textures** matching Vampire: The Masquarade universe
. Making **art suggestions** and **adjustments** to reach level design visions

Game Art Teacher | Multiple schools | Bordeaux | France | 2020 - Today
. Teaching **technichal 3D** and **optimisation** through projects
. Training my students to **communicate** their ideas through **speech** and **documentation**
. Explaining **shaders** and **light** functioning in **UE4** with game-ready exercices
. Helping my students with technical, human and artistic issues via **project monitoring**
. Showing them **texturing**, **materials' logic** and **baking,** exploring **Substance Painter**

Febu 2018 /   **Level Artist Junior | Ubisoft Bordeaux** | Bordeaux | France
Aug 2019   **Ghost Recon Breakpoint**
. **Internal communication officer** for art team in Bordeaux
. **Tutorials** and **documentation** drafting for cohesion and new arrivals
. **Designing** and **modeling** of 3D models for AAA open world game's environments
. Creation of **specific PBR textures** and use of **generic materials**
. **Team work** with level designers to compose **Level building** in the in-house engine

Ghost Recon Wildlands: Mercenaries
. Production of **3D interactives assets** for DLC content
. **Level building** and **storytelling** through environments
. **Fixing visual issues** due to **technical constraints** without touching original level building

Janu/Decem 2017   **Environment Artist** | **Kylotonn** | Paris | France
VRally 4
. Creation of **PBR realistic decors** from multiple countries
. Textures and models **optimisation** via **atlases** and **tillable workflow**
. Building of **believable but stunning** environments to keep the player in his races
. **Designing lights** for night levels to **guide the player** through the circuits

July/Decem 2016   **Environment Artist Intern** | **Kylotonn** | Paris | France
WRC6 and **VRally 4**
. **Optimisation** and **debugging** of environment decors
. Placement of **decals** and **racing assets** to guide the player through races
. **Planification** and **listing** of new assets needed for a new project

June/Aug 2015	**Level and Props Design Intern | Turbo Tape Games** | Bergen | Norway
	Warhammer: Arcane Magic
	. Creation of 8 **level designs** and their **art** for a DLC
	. **Management** of the Art Team and **planification** of their tasks
June/Sept 2014	**2D/3D Artist Intern | NaturalPad** | Montpellier | France
	Multiple Projects
	. Making **art direction** proposals for multiples Health Games
	. Production of **illustrations**, **logos** and **UI**
	. **Modelisation** and **texturing** of 3D assets
Aug/Sept 2013	**2D Artist Intern | Klarsen** | Montpellier | France
	. Designing **communication mediums** for large french retailers
	. Creation of **art directions** and **assets** for Advergames

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

Skills

Props : - Production of **optimised props** for decors
- **Baking** and **PBR texturing** for 3D models
- Use of **specific** and **generic materials**
- **High Poly sculpting** for environment assets
- **Sketching** ideas and **Artistic Direction** conception

Engines : - **Integration** of art assets
- Creation of **game ready shaders**
- **Lighting** and **level building** to guide the player

Languages : - **French** = Native speaker
- **English** = Working knowledge
- **Spanish** = Basics

Softwares : - **3DsMax**, **Substance Painter**, **Zbrush**
- **Photoshop**, **Illustrator**, **In Design**
- **Unreal Engine 4**, **Unity**, other in-house engines

Management : - **Planification** and **budgeting** art tasks
- **Training** of new arrivals and **communication management**
- Creation of **documentation**, **tutorials** and **courses**
- Use of **Waterfall** and **Scrum pipelines** in **game art workflow**

Hobbies

Interior design : I love to re-imagine **living spaces** in order to make them match more and more the humans living in them. I **conceptualize** them in **3D** but I also make my own **wooden furniture**, from design to varnish, as I like to use my hands from time to time.

Painting : To **draw** and to **paint** abstact shapes and colors help me to **focus on my creativity** and to **free my mind**.

Survival and Simulation Games : I like to progress against adversity through **organisation** and **planification** (and sometimes, zombies). And why not make it **beautiful** too.

References

Clément RIGONDET

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David PELLET

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Stephane CAMBIER

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