

OBJECTIVES

I'm deeply interested in **environmental** and more precisely in **atmosphere** art. I enjoy looking for the right tone and the specific atmosphere to create immersive experiences. I aim to offer powerful environments that **enrich** gameplay and player's experience, and sharpen my skills in **3D** and **lighting** fields. I would like to take part in a **AAA or AA game development**, participating in **ambitious** project involving huge **human adventure**.

FORMATION

• **September 2012 - June 2015 :**

Supinfogame Rubika (Valenciennes, FRANCE)
Game art & Management

• **September 2010 - June 2012 :**

e-art sup (Paris, FRANCE)
Graphic design & Communication, game design option

LANGUAGES

French : Native speaker

English : Working knowledge

Italian : Good understanding

EXPERIENCES

• **Mar 2016 - current | Quantic Dream, Paris, FRANCE | Lighting Artist**

Quantic Dream is a French video game developer based in Paris, France, founded in 1997. They are well known for their interactive drama story based games such as Heavy Rain and Beyond: Two Souls.

- Working on the incoming Detroit : Become Human, aiming for a photorealistic and cinematic rendering.
- Working on lighting levels and cinematics of the game, being aware of technical restrictions and in-game performances.
- In charge of shaders validation and tweaking for lighting purposes.
- Working with photometric values, HDR and PBR rendering.
- Taking part in the development of production tools, shaders calibration, and production pipeline.

• **Aug - Dec 2015 | Cyanide Studio, Nanterre, FRANCE | 3D Environment Artist**

Cyanide is an independent and privately held video game studio. Based in Paris, it was created in 2000 and has risen to become one of the most productive game development studios in France. Cyanide is best known for its Pro Cycling Manager series, but also Styx : Master of Shadows, Game of Thrones RPG as well as an adaptation of Games Workshop's renowned board game, Blood Bowl.

- Worked on the incoming Styx : Shards of Darkness, made with the Unreal Engine 4.
- Worked with a team of environmental and technical artists.
- Props creation following concept arts : modeling, texturing and integration.
- Creation of architectural elements following level designs gabarits.
- Followed precised production pipeline, including PBR texturing software, Substance Painter.
- Builded levels using assets' library, created asset lists and designed base lighting and ambiance.

• **Jun - Sept 2014 | Kylotonn Games, Paris, FRANCE | 3D Environment Artist**

With more than 25 games released, Kylotonn has a solid reputation in the video game industry. It developed its in-house real-time 3D engine, the Kt Engine. Kylotonn Games develop different types of games, such as Syberia 3 and Motorcycle Club, on various platforms (Wii U, PS4, Xbox One, PC).

- Worked 3 months on the incoming game Syberia 3, on Unity 3D (and Marmoset Skyshop).
- Work with a team of environmental and technical artists.
- Props creation following concept arts : modeling, texturing and integration.
- Build levels using assets' library, lighting and ambiance.

PROJECTS

• Sep 2014 - June 2015 | **Close Call : Step into the void** | Lead game art, 3D Environment & lighting artist

Final year student project with an 8 people team. Close Call is a survival experience in space using the Oculus Rift, achieved with the Unreal Engine 4. The game takes place in an alternative reality of the Cold War, into a Russian station that mixes communist propaganda and 60's interior design.

- Concept arts and artistic direction, ensure cohesion between game design and art.
- 3D modeling, PBR rendering and hard surface techniques.
- Creation of modular environments fitting level design gabarits.
- Lighting and ambiances supervisor, HUD and camera effects.
- Lead a team of 2 game artists and ensure communication with the designer team, gathering shared visual references.
- Learned optimization techniques both for the Oculus Rift (DK2) and the Unreal Engine 4.
- Nomination and participation in Ping Awards 2015, best student game category.

• Nov 2013 - Jul 2014 | **Tiny Poncho** | Project manager & Character artist

Tiny Poncho is a 3D puzzle game made by me and 5 others students, on Unity 3D, on our spare-time. Help a little girl to escape the great God Snake, by keeping her hidden in the shadows of the environment.

- Researches and concept art for the artistic direction, lighting and ambiance supervisor.
- 3D modeling, texturing and animation (two main characters and environments).
- Manage a 4 people team, ensure communication between game designers, programmers and game artists.
- Promoted the project and managed community via social networks.
- Nomination and participation in FLIP (Festival Ludique International de Parthenay) 2014 contest.
- Exposed for the exhibition I LOVE TRANSMEDIA (Gaîté Lyrique, Paris, France) and Evry Games City (Evry, France).

SKILLS

• High & low poly modeling :

3DS Max, Maya, ZBrush, Mudbox.

• Real time Lighting :

Global Illumination settings, photometric lighting, practice of photography, compositing, knowledge of direct/indirect light, luminance/exposure and color-theory.

• Unreal Engine 4 :

Integration, shading and rendering, lighting, post-process effects, basic knowledge of particles editor and blueprints.

• Management :

Production pipeline, prioritization, planning, agile methodology.

• PBR Texturing :

Quixel Suite, Substance Painter & Designer.

• Traditional art background :

Sketches, painting, ink and watercolors, Anatomy studies
Sense of scale, perspective and composition.

• Unity 3D :

Integration (static mesh and animation), shading and rendering, lighting, global illumination (Enlighten) and post-process effect.

• Others :

Photoshop, XNormal, Crazybump, Marmoset Toolbag, UDK, Oculus Rift (DK2), InDesign, After Effects.

HOBBIES

• **Photography** : Always carrying a camera with me during my travels. Keen on Willy Ronnis and Lasse Hoile.

• **Cinema** : I like movies which offer **sensory experiences** and have a **powerful visual identity**. Keen on Stanley Kubrick, Lars Von Trier, Jonathan Glazer, Christopher Nolan, Satoshi Kon, Hayao Miyazaki.

• **Art & design** : I appreciate many different artists and I'm sensitive to many type of arts, from painting to 60's interior design. I like the work of Francis Bacon, Yoshitaka Amano or Joe Colombo.

• **Cooking** : I like to **try new experiments** and **discover** other countries' dishes !

• **Music** : I love **concerts**, I'm always listening to music such as Muse, Björk, Peter Gabriel and Steven Wilson. I **Played the guitar** for 5 years.

• **Sport** : I have practiced **swimming** in competition for 12 years, and competed at a regional level in 2009. The thrill of stretching self's limits was a powerful feeling for me.

• **Healthy mind** : Practicing mindfulness **meditation**, to sharp the mind.

• **Video games** : I like **narrative experiences** like Heavy Rain, The Stanley Parable and The Last of Us. Also **action-adventure** like Zelda or Shadow of the Colossus, **mature universes** like in Metal Gear Solid saga or Half Life, and finally **contemplative experiences** like Proteus, Monument Valley and Journey.