

ALEXANDRE 3D ARTIST

CONTACT:

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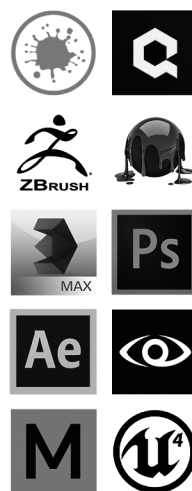


INFOS:

Studies: **Baccalauréat**, French equivalent to **A-Levels/High Diplomas**, with a **specialization in Arts for 3 years**. Studied in a video game school in **Management & Game Art** section for **4 years**, plus **1 year** in a specialized **Game Art School**

SOFTWARES SKILLS:

Mari	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Quixel	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Zbrush	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
3D Coat	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
3DS Max	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Photoshop	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
After Effects	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Cryengine V	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Marvellous D	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Unreal Engine 4	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■



WORK EXPERIENCE:

1 year job in a photogrammetry company in 2017

Work for **Keos Masons** in 2016 : **Low polys** / **Baking** for game characters, **High resolution** modeling for statue printing.

4 months internship at **Ubisoft Montpellier** in 2013 as a **Junior Character Artist** on a next generation games' engine

1 month internship at **Washington's University** in 2012

5 days internship at **Ubisoft Montreuil** in 2010

MISCELLANEOUS:

Invited with my team to **Crytek Frankfurt** during the creation of our final game's school project : **T.I.M.E.S**.

Helped in the development of several independants games like: **War for the Overworld** and **Warcry**

1st prize of **Intel Arena's competition** in Paris in 2008