

November 5, 1985 (31 years old)
5 rue des Frètes
74940 Annecy-Le-Vieux
phone: (+33).6.13.71.28.58
contact@tilapiatsu.fr
http://tilapiatsu.fr

.cg.artist.
.modeling.texturing.
.shading.rendering.compositing.

Objectives

Passionate CG Artist seeks for opportunity to invest himself as a 3d character artist in the game or animation industry. Take up new technical and artistic challenges on every projects. Share knowledge and techniques so everyone can learn from each other.

Qualifications

- High and low polygonal modeling/sculpting for videogames, animation and toy figures.
- Efficient UV layout, baking, texturing and texture painting.
- Creating rigging friendly topologies and retopologies.
- PBR texture pipeline.
- Assets integration in Unreal Engine 4 / Unity.
- Proactive in learning new skills/workflows/software and technologies. Autodidact.
- Shading/Lighting/Rendering with MentalRay/Vray. Compositing with Nuke.
- Strong interest in HLSL shader writing.
- Some experience in animation and rigging.

Software proficiency

- MODO
- 3d Max
- Zbrush
- Unity
- Unreal Engine 4
- Photoshop
- Substance Designer/Painter
- Marvelous Designer
- Mari
- Nuke

Education

Lyon
2010

Bellecour

Graduated
-Level II **Bachelor** degree, **Créateur-concepteur d'images numériques 3D.**

Lyon
2007

Arfis.ecole

Graduated
-Level III **Professional certification, Technicien supérieur cinéma, vidéo et technologies numériques.**

Work Experience



UBISOFT

Annecy

07/2016–Present

Ubisoft Annecy

Steep (PC, PS4, XboxOne)

Character Artist . Full time

- High/Low poly character creation and PBR texturing
- Clothes and props creation for characters
- Asset Integration on Anvil engine



Lille

08/2013–05/2016

Ankama Studio

Krosmaster Arena (iOS, Browser) / Abraca (PS4, XboxOne, PC) / Krosmaga (PC, Mac)

Game Artist . Full time

- Polygonal modeling, texturing, rigging of 3D assets (characters, props and environments).
- Integration of assets and Level Building in Unity®
- HLSL Shader writing and Look dev to translate 2D concepts in 3D.
- FX creation for various aspects of the game (characters, feedback and environments)



Lille

09/2010–07/2013

Ankama Products

CG modeler . Full Time

- Polygonal Modeling of figures, toys , boardgame pieces (Krosmaster®)
- Setup of a flexible rendering pipeline to create lineups for various range of products, which evolve constantly.
- Co-direction of animation spots with an advertising purpose for Krosmaster® (color concept, 3D layout, animation, shading, rendering , compositing)
- Co-supervision of an outsourced modeling team, technical and quality feedback.



Lyon

07/2009–08/2009

Vanilla Seed

CG artist . Part-time + Internship

- Modeling, texturing, skinning, setup, for characters of the commissioned film *Good Vibrations*, directed by Jeremy Clapin.



Lyon

06/2007–08/2007

Acte Public

Editor . Internship + Part-time

- Editing, color grading, graphic identity and credit direction for the documentary film *Électricité*, directed by Patrice Pegeault, Yves Benitah and Elsa Devèze for the electronic music festival of Lyon : les Nuits Sonores 2007

Interests

- Photography**: Capturing an atmosphere, catching the moment, telling a story.
- Music**: Exploring new horizons, new musical genres, new cultures.
- Drawing / painting**: Making light composition, stylising shapes.
- Videogames**: Complete media, narrative, implication, interactivity, creativity enhancer.
- Construction game / Brain teaser**: Resolving a problem, figuring out a mechanism.
- Boardgames**: Gathering friends and family together. Establishing strategies.