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curriculum vitae

Realtech VR (2013):

Modeling for **Brotherhood of Violence** (iPhone/iPad/1 month)
Modeling for the intro of the game.

Convert for Tomb Raider (iPhone/iPad/3 months)
Texturing.

Ubisoft Montreal (July 2004-2012):

Convert PS2 **Far Cry** (Crytek/3 months, Canceled)
Softwares Used: Photoshop CS, 3DSmax5, Cryengine.

Convert PS2 **Splinter Cell 3** (4 months)
Modeling, bitmapping (1month); Special effects (3months).
Softwares Used: Photoshop CS, 3DSmax6, Unreal.

Special Effects for **Prince of Persia 3** (PS2/Xbox/7months)
as "Lead GFX"
Softwares Used: Photoshop CS, 3DSmax6, Jade.

Special Effects for **SouthPark**
(PS2/3months, Canceled)
Softwares Used: Photoshop CS, 3DSmax6, Unreal.

Special Effects for **TMNT** (PS2/PC/Wii/GCN/8months)
Softwares Used: Photoshop CS, 3DSmax8, Jade.

Graphics, Foreign Language Protocol for **My word coach**
(DS/Wii/9months)
Softwares Used: Photoshop CS, GBAeditor.

Artistic Direction for **My word coach 2** (DS/DSi/15months)

Design, Game Ergonomics, Intuitive User Interface and Animation.
Softwares Used: Photoshop CS, Flash, Onyx 1.19.

Special Effects for **Shaun White Snowboarding 2** (Wii/4months)
Softwares Used: Photoshop CS, 3dsMax9, Opal.

Special Effects for **Shaun White Skate** (PS3/8months)
Softwares Used: Photoshop CS3, 3dsMax2009, Anvil.

Special Effects for **Michael Jackson Experience** (X360Kinect/4 months)
Softwares Used: Photoshop CS4, 3dsMax2010, ShapeEngine.

Special Effects for **Your Shape 2** (X360Kinect/5months)
Softwares Used: Photoshop CS5, 3dsMax2010, ShapeEngine.

Eugen System /Atari (November-January 2004):

Special Effects for Act Of War (PC/3months)
Executed particles and assisted with Graphic Engine Design.

Coktel /Vivendi-Universal (April-July 2003):

Graphics 2D + 3D for Adibou (PS2/GCN/4months)
Modeling, bitmapping, mapping of characters, and backgrounds.

CRYO Interactive (1995-2002):

Precalculated 3D Graphics for **DragonLore 2** (Mindscape-Cryo interactive/PC/14months)
Modeling, bitmapping, mapping of characters, and backgrounds.
Animation, Editing, Rendering, Special Effects.

3D Realtime Graphics for **Obscura, 2nd World** (Canal+ Multimédia-Cryo interactive/PC/6 months)
Modeling, bitmapping, mapping of characters, and backgrounds.
Gameplay.

Precalculated 3D Graphics for **ZeroZone** (Microfolies/PC/1 month)

3D Realtime Graphics, Precalculated and Realtime Special Effects for **The Guardian**
(Cryo/PC/PSX/12 months)
Modeling, bitmapping, mapping, animations of characters, and backgrounds. Precalculated cinematic. Fx Design and execution (graphics and scripting).
Convert Special Effect to PSX.
Assisted with Graphic Engine Design.

Special Effects for **TimeMachine**

(Cryo/PC/10 months)

Fx Design and execution (graphics and scripting), Assisted with Graphic Engine Design

Decors 3D temps réel sur **The Gift**

(Cryo interactive-Eko software/PC/PS2/8 months)

Modeling, bitmapping, and mapping of levels, and objects.

Created different Web designs

(the Gift/1mont) (intranet Cryo/1month)

Decors, Ships and Realtime Special effects for **Megarace3**

(Cryo interactive/PC/PS2/12 months)

Modeling, bitmapping, mapping and Animation.

Fx Design and execution (graphics and scripting), Assisted with Graphic Engine Design.

3D Realtime Background for **Kâân** (Eko software/PS2/3 months)

Modeling, mapping.

Edusoft (1994):

2D Graphics and Animation for **Théodule**, Jonathan. (PC/4 months)

Video Experience: (1991)

Titling, Medical Animated Schematics on Amiga for different companies: AVS (TF1,TMC,...); Point Image, Image de marque at Marseille, FR.

Various Information:

Engine Knowledge: Jade, Anvil, Shape, Opal, Onyx, Unreal, Renderware, Crytek Engine Cryogen, etc

Proficiency in Photoshop, Flash, Dreamweaver, 3DSmax.

Education (in France):

Cegep D (Mathematics and Biology).

1990 Creativity Award (ST magazine associated with Upgrade Editions).

1 year at Beaux Arts of Marseille Luminy.

2 years at Axe Sud -Associate Degree in Visual Communication and Graphic Arts School.

1994: Diploma Axe Sud specialization Visual Communication.