



## Skills & Software

- 3D Modelisation, Sculpting, Texturing, Level Art and Building, Level Lighting
- Maya, 3DsMax, Zbrush, Photoshop, Unreal Engine 3 and 4, in-house game engines
- XNormal, Quixel nDo2 and Ddo, Marmoset Toolbag, Topogun, Substance
- Illustrator, Perforce, Cubase, Ableton Live, InDesign, Unity, Office suite

## Working Experience

- **2016 (current) :**
  - **Mars2030 (FusionVR with NVIDIA and NASA)**
    - Environment and Level Artist, Freelance
  - **Unannounced game projects (Double Helix, MachineGames)**
    - Environment Artist, Freelance at the GFactory
- **2014-2016 (2 yrs) :**
  - **Dishonored 2 (Arkane Studios)**
    - Environment Artist at Krysalide Studio, Lyon FR
  - **Unannounced game project (Ubisoft)**
    - Environment and Level Artist at Krysalide Studio, Lyon FR
- **2013 (4 months):**
  - **Styx : Master of Shadows (Cyanide Studio)**
    - Environment and Level Artist at Cyanide Studio, Paris FR

## Education

- **2010 - 2014 :**  
Game Art & Management Master's Degree at **Supinfogame**, Valenciennes, France
- **2010:**  
Graduated from Senior Highschool ITEC-Boisfleury, France, and obtained Baccalauréat

## Languages

French : mother tongue

English : fluent

German : basic

## Activities and Interests

Music, guitar, art and culture, videogames, movies, nature