



# MARINE MAUDUIT

## ENVIRONMENT/ LEVEL ARTIST

Paris, FRANCE 

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French driving licence 

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## SKILLS

**3D** Modelisation (low et high poly), sculpt, retopology, texture (PBR, handpainted, photo manipulation), export et integration.

### SOFTWARES

3Ds Max, Zbrush, Topogun, Substance Painter & Designer, Marvelous Designer, Marmoset Toolbag.

**2D** Concept art, illustration, digital painting.

### SOFTWARES

Photoshop, Illustrator, InDesign, After Effects, Suite Office.

**ENGINE** Intégration, lighting, shader, blueprint (UE4).

### SOFTWARES

Unreal Engine 4, Unity.

### LANGUAGES

**FRENCH** : Native language.

**ENGLISH** : Fluent in reading, competent in writing and speaking (TOEIC score : 930 points in 2015).

**SPANISH** : Notions.

## INTERESTS

Drawing, reading (SF, fantasy, historical), video games (RPG), photography, art & architecture history.

### SPORTS

Athletics, ballroom dancing, swimming, skiing, kayaking.

### TRAVELING

Great-Britain, Spain, Italy, Belgium, Portugal, Germany, Netherlands, Saudi Arabia.

## EXPERIENCE

References available upon request.

**AMPLITUDE STUDIOS** (Paris) Since september 2019

- **HUMANKIND** : 3D modeling and texturing.

**BLACK SHEEP STUDIO** (Paris, FRANCE) 2015 - 2019

- (Non-announced game) : In charge of the art direction as well as 3D modeling, handpainted texturing, level art during the pre-production of the game.
- **WEREWOLF** (Cyanide) : Level art, lighting & rendering on Unreal 4.
- **SPIKE VOLLEYBALL** : 3D modeling (architecture & props), PBR texturing, level art, rendering/lighting in Unreal 4.
- **MEGALO POLIS** : 3D modeling, texturing, level art in Unity.

**3DDUO** (Tourcoing, FRANCE) 2014 (3 months)

- **MON PETIT LION** : 3D modeling, animations and texturing for a children's tablet game.

**DORLÉANS** (Theix, FRANCE) 2013 (1 month)

- 3D modeling of furnitures, buildings and structures.

**DOMINO STUDIOS** (Ploërmel, FRANCE) 2012 (8 months)

- **DESTINATION BROCÉLIANDE** : In charge of the art direction. Leading a team of 2 other trainees. Concept art, 3d modeling, texturing, illustrations for a tablet application of virtual tours in the 13th and 16th century Brittany towns.

**DOMINO STUDIOS** (Ploërmel, FRANCE) 2010 (2 months)

- Character and environment design for a phone application in augmented reality.

## EDUCATION

- June 2015 / Master degree in Management & Game Art - **SUPINFOGAME** (Valenciennes, FRANCE)  
Thesis : "Characters and stereotypes in video games".

- June 2012 / Bachelor of Arts in Real-Time 3D Computer Graphics - **ESCIN** (Laval, FRANCE)  
Thesis : "Can the Augmented Reality dynamize the cultural tourism ?"

- June 2011 / Associate degree in Multimedia and Visual Communication - **ESCIN** (Laval, FRANCE)

- June 2009 / Baccalaureate in Applied Arts - **LE PARACLET** (Quimper, FRANCE)