

3D Generalist - Realtime & Render



Adriel de Ramecourt

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Key skills

3D modeling

Maya, Blender, 3DSMax

Low & high poly, hard surface & organic, stylized & realistic

Texturing

Photoshop, Illustrator

Hand-painted, realistic, flat colors, gradient-based

3D rendering

Keyshot

Game engines

Unity, Unreal Engine

Integration, materials, basic nodal shaders

Languages

French

Mother tongue

English

Bilingual (TOEIC 985)

Experience

Jul 2018-Current • **3D Artist** • Self-employed

- Design and modeling of game-ready hand-painted assets
- Integration of art assets and creation of materials in Unity 3D

2017-2018 & Jun-Sep 2015 • **3D Artist** • SmartPixels

- Creation of numerous 3D renders of our products, to facilitate the communication between the company and its clients
- Studies of the brands and their visual merchandizing in order to create relevant furniture design
- Creation of 3D meshes, textures, materials and Unity scenes for video mapping projects in small teams, as a solo artist or in duo

Sep-Dec 2016 • **3D Artist** • Idilink

- Creation and edition of 3D meshes and textures for an online architecture software, to grow the asset database
- Working with restricted polycounts for web requirements

Jul-Aug 2014 • **Marketing Artist** • Jules

- Creation of visuals, brochures and documents for in-house, client, and partner communications

Education

2011-2016 • **Game Art studies** • Supinfogame RUBIKA

- **Video game director diploma** in Game Art & Management
- Created games in 4 to 20-people teams in short jams and over the course of a full year
- Studied various digital and traditional art techniques, acquired basic knowledge in many aspects of games development

Aug 2012 • **Game Development Program** • University of Washington

- 1-month course of game design and Unity engine, 2-week game creation with a small team as artist & project manager

2010-2011 • **Art preparatory school** • Atelier de Sèvres

2009-2010 • **Media, Culture & Communication studies** • La Catho Lille

Other works & hobbies

2016-Current • **Translation & Trans Consulting** • Game localization & LQA, consulting on trans-related works & gender-neutral French, mental health & trans resources translation

2016-2018 • **Event Organization** • Direction & organization of L'indécadence, an indie games & art party in Paris; co-organization of 2 A MAZE. game jams

Nov. '16 & '17 • **Playformances** • Poetic game performances on stage 29 by humble grove at IndieCade EU '17, own piece at ZooMachines '16

Also a photographer, fantasy fan and plant lover