

# 3D Generalist - Realtime & Render



**Adriel XYZ**

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## Key skills

### 3D modeling

Blender, Maya

Low & high poly, hard surface & organic, stylized

### Texturing

Substance Painter,  
Photoshop, Illustrator

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

### Unity

Integration, materials,  
basic nodal shaders

## Languages

### French

Mother tongue

### English

Bilingual (TOEIC 985)

### Spanish

Notions

## Experience

Feb 2021 -Current • **3D Artist** • Dreamfeel

- Developing a unique hand-drawn art-style in collaboration with other artists
- Character, environment & props - modelling & texturing

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

- Creating numerous 3D renders of our products, to facilitate communication between the company and its clients
- Studying brands and their visual merchandizing in order to create relevant furniture design
- Creating 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/documents for in-house & client communication

## 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

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

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

## Other works & hobbies

2016-2021 • **Translation & Trans Consulting** • Game localization & LQA, consulting on trans-related works & gender-neutral French, mental health & trans resources translation

2016-2018 • **Event Organization** • Direction of L'indécadence, an indie games 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

Other art forms - Writing, linoprinting, photography, drawing, stitching