



Adriel XYZ

Roubaix, France

adrielixyz@outlook.com

adrielixyz.artstation.com

adriel.xyz

Key skills

Art Direction

Creating & communicating distinctive visual styles

3D Modeling

Blender, Maya

Stylized, low & high poly

Texturing

Substance Painter,
Photoshop, Illustrator

Unity

Asset integration, materials,
basic node shaders

Languages

French

Native speaker

English

Bilingual

Hobbies

Visual art • Drawing, photo, linoprint, watercolor

Textile • Sewing, embroidery, mending, customizing

Writing • Fiction and essays

Baking and cooking • You have to try my vegan brioche

Senior 3D Artist

Experience

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

- Designing and modeling game-ready hand-painted assets and characters in various art styles, mainly for indie games
- Developing art direction according to client needs
- Integrating assets and creating materials in Unity

2021 - 2023 • **Senior 3D & Lead Character Artist** • Dreamfeel

- Played a key role in pre-production and production over 3 years
- Developed a unique hand-drawn art-style
- Modeled & textured all characters and part of the props
- Created modular character meshes & texture variants, allowing for quick production of hundreds of background characters
- Integrating in Unity, creating materials, editing node shaders
- Regular team collaboration and coordination with the art team

2017-2018 & Jun-Sep 2015 • **AR & Rendering Artist** • Smartpixels

- Produced 3D renders to facilitate client communication
- Created 3D meshes, textures, materials and Unity scenes for video mapping projects
- Analyzed and adapted customer branding

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

- Asset creation for online architecture software

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

- Graphic design, communication material, photo editing

Education

2011-2016 • **Game Art & Management** • Supinfogame Rubika

- Video game director Master's degree
- Focus on high art quality, teamwork and project management

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

- 1-month course in game development with Unity

2010-2011 • **Preparatory Art School** • Atelier de Sèvres

- Classical and experimental art training, including life drawing

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

Other work

2023-2024 • **Sous les Néons** • Regular volunteering at experimental performances combining theatre and video games on stage

2016-2021 • **Translation & Trans Consulting** • Game localization & QA, trans consulting & sensitivity reading

2016-2018 • **Games event Organization** • Direction & organization of L'indécadence, two indie game parties in Paris (100 & 300 attendees); co-organization of online game jams, volunteering at game events