

Senior 3D Generalist artist

I am a senior 3D generalist artist with over 16 years of experience in animated films, visual effects, architectural visualization (interior and exterior), the furniture industry, advertising, and TV skins. I specialize in collaborating with interior designers and architects to create high-quality images, videos, interactive virtual tours, 360-degree images, and AR projects.

Passionate about the technical side of computer graphics, I am constantly motivated to learn and develop new skills to produce realistic and dynamic visuals.

- Strong technical skills
 - Collaboration with designers, architects, and clients
 - Highly organized and quality-driven
 - Collaborative team player
 - Project management & deadline adherence
 - Strong attention to detail and realism
 - Adaptable to new tools and workflows
 - Problem solver & facilitator
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Work Experience

- 2022-2024 **Senior 3D Artist - LIV Design - Vancouver**
- Designed and produced high-quality 3D visuals and flythroughs for diverse interior and exterior architectural spaces (Residential units, retail, amenities, lobbies, sauna, parking, restaurants, aerial views...)
 - Created animations, VFX, and post-production for engaging social media content.
 - Designed and optimized 3D assets for AR experiences and real-time visualizations.
- 2019-2022 **Senior 3D Artist - Kardham - Paris**
- Provided leadership and technical guidance to the CG team, enhancing project execution and efficiency.
 - Created photorealistic interior visualizations for architectural and design presentations.
 - Designed and deployed 360 virtual tours and panoramic images for interactive spatial experiences.
 - Directed and edited a showcase video to highlight key projects and achievements.
 - Standardized and optimized 3D asset libraries to improve workflow efficiency.
 - Developed automated tools and scripts to optimize 3D production workflows.
- 2018-2019 **Senior 3D Artist - Nowy Styl/Majencia - Paris**
- Produced high-quality 3D interior visualizations for a leading office furniture manufacturer in France and Europe.
 - Developed 3D assets for product catalogs and real-time configurators.
 - Designed efficient spatial planning solutions for modern workplace environments.

- 2012-2016 **3D Artist - Imaload - Paris**
- Managed rendering and technical workflows for architectural project videos and commercials for clients such as Kaufman & Broad, PriceMinister, Stallergenes, Lyonnaise des Eaux, Suez, and Inovalis.
- 2010-2018 **3D Artist - Freelancer - Paris**
- **KingSize fx**: Delivered photorealistic 3D interiors for Sauter and rendered Speedy ad.
 - **Agence Surf**: Produced architectural visualization videos for Vinci Construction.
 - **Style & Design**: Created high-end animated video for Zodiac's luxury airplane cabin.
 - **Prontoprod**: Developed visual effects for BNP promotional video.
 - **PSA Group**: Designed UI elements for PSA's DS4 prototype and GT 17 concept car.
 - **Ceric Technologies**: Created and animated corporate video for Ceric products.
 - **TBWA**: Provided 3D support for a McDonald's campaign.
 - **Digital District**: Created 3D assets and animations for L'Or Elixir & L'Or Espresso ads.
 - Contributed to 3D animation, modeling, and rendering for **Le Dernier Homme** film.
 - **Gédéon**: Created animations, 3D models, and compositing for TV branding projects (Première, Tiji, France Ô, Gulli, Piwi).
 - **Mathematic Studio**: Worked on cinematic VFX and post-production for Blink and You'll Miss a Revolution videoclip.
 - **Ellipsanime**: Created and optimized textures for Chicken Town animated TV series.
- 2008-2010 **3D Artist - Buf Compagnie - Paris**
- Animated main characters and sequences for Arthur 3: The War of the Two Worlds.
 - Worked on animation and VFX for The Extraordinary Adventures of Adèle Blanc-Sec.
 - Worked on 3D assets for Arthur and the Revenge of Maltazard.
 - Contributed to visual effects production for Enter the Void.
 - Contributed to visual effects production for A l'origine
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Software proficiency

- 3ds Max, Blender, V-Ray, Corona, Vantage, Maya
- Unreal Engine 5
- Stable Diffusion, Comfy UI
- Adobe Creative Suite: After Effects, Photoshop, Illustrator, Premiere Pro
- Adobe Substance 3D: Designer, Painter, Sampler
- Revit, AutoCAD, SketchUp
- DaVinci Resolve, SpeedTree

Education

- Master's Degree in Digital Directing, Supinfocom - Rubika, France (2008)
Graduation Project: Filmmaking of the short film Love Recipe

Languages

- English: Fluent
- French: Native

Skills

- 3D Modeling (Hard Surface, Sculpting)
- Texturing (PBR, Procedural, UV Mapping)
- Shading & Materials
- Lighting & Rendering
- Advanced Maxscript
- 3D & 2D Animation
- Particle Simulation
- Compositing & Post-Production
- Augmented Reality
- Generative Artificial Intelligence
- Architectural Plan Interpretation
- Creativity & Visual Storytelling

Hobbies

- 3D Printing
- Music: Guitar (25+ years), Piano, Bass