





SIMON AUBLET

VFX ARTIST - 3D GENERALIST

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 Colombes
France- Paris Area

EXPERIENCE

- May 2019 - Present **Senior 3D Artist - Lead Artist**- OhBibi (Paris, France)
2+ year *Unity, VFX, shader, environment, UI, animation*
- Nov. 2017 - March 2019 **Senior 3D Artist** - Virtuos mobile studio (Paris, France)
1 year 8 months *Unity, VFX, shader, environment, UI, animation*
- Jan. 2013 - Nov. 2017 **3D Game Artist** - Gamyo Studio (remote work)
5 years *Unity, environment, character, animation, UI, art direction for smartphone*
- July 2012 - Oct. 2012 **Intern 3D Environment Artist** - Eden Games (Lyon, France)
4 months *"Test Drive" License : Environment, UI, vehicles*
- Feb. 2012 - May 2012 **Student 3D Game Art** - Gamagora (Lyon, France)
4 months *Student project "Shadow Diver" : UDK, Environment, character, animation, UI*
- During 2009 - 2011 **Webdesigner** - Web agencies (Rouen, France)
6 months

SKILLS

Attentive to the news of next-gen engines and game editors, I have a solid mastery of Unity and some knowledge of Unreal Engine. My profile is halfway between that of a 3D generalist and a technical artist, used to solve problems while bringing a creative and artistic aspect. That's why I love working on VFXs : this job is a mix of all those skills.

Maya / Blender / Zbrush - High Poly and Low poly modeling techniques
Proficiency in Hard-surface and sculpting

Substance / Quixel / 3DCoat - Mastery of retopology, optimisation as well as baking and texturing
AmplifyShaders / ShaderGraphs - Proficiency in nodal based shaders editor and PBR materials
Unity - Real-time VFX skills

AfterEffect / Premiere - Knowledge in animation, rigging and skinning

Houdini - Video production and editing

Houdini - Knowledge in procedural modeling

EDUCATION

- 2011 - 2012 **DU - University Diploma in Game Art** Gamagora (Lyon, France 69)
- 2010 - 2011 **LP - 1-year Technical Degree in Communication** (Rouen, France 76)
- 2008 - 2010 **BTS in Visual Communication** opt. Multimedia (Rouen, France 76)
- 2007 - 2008 **MANAA - Upgraded classes in Applied Arts** (Caen, France 14)