



# SIMON AUBLET

## 3D ARTIST - GENERALIST



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Issy les Moulineaux



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## EXPERIENCE

- November 2017 - Present **Senior 3D artist** - Virtuos mobile studio (Paris, 75)  
*Unity, VFX, shader, environment, texturing, UI, animation*
- 2013 - November 2017 **3D artist generalist** - Gamyo Studio (remote work)  
*Unity, environment, character, animation, UI, art direction for smartphone*
- July - October 2012 **Intern 3D Environment Artist** - Eden Games (Lyon 69), "Test Drive" series  
*Environment, UI, vehicles*
- February - May 2012 **Student 3D Game Art** - Gamagora, student project "Shadow Diver" (Lyon, 69)  
*Unreal Dev Kit, Environment, character, animation, UI*
- February - July 2011 **Webdesigner** - Web agency Lejourselève (Rouen, 76)
- July - August 2009 **Webdesigner** - Web agency Human To Computer (Rouen, 76)

## SKILLS

Attentive to the news of engines and «next-gen» game editors, I have a solid mastery of Unity and some knowledge of UE4. 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.

*Maya / 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

*ShaderForge / AmpliFy / UE4*

Proficiency in nodal based shaders editor and PBR materials

*Unity*

Real-time VFX skills

Knowledge in animation, rigging and skinning

*AfterEffect / Premiere*

Video production and editing

*Houdini*

Knowledge in procedural modeling

## EDUCATION

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