

Charles Vernier

Senior 3D Artist

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WORKING HISTORY

HAWKSWELL STUDIOS, *Lead 3D Artist*, Montreuil, April 2022 to now.
«*Unannounced RPG game*» ,

ARTLINE, *Mentor*, Online, Oct. 2019 to now.
Lecturer in game-art and game production.

UBISOFT, *Senior 3D Artist*, Montreuil, November 2017 to march 2022.
«*AGOS: A Game Of Space*» (VR), Lead Artist,
In charge of 4 artists plus outsourcers. Overall visual design and technical pipeline. Strong emphasis on the low budget and the workflow with the designers.
«*Chess Royal*» (Mobile), VFX + Environments.

MANUFACTURE 43, *Co-creator/Art Direction*, Bordeaux. January 2016 à Oct. 2017.
«*Pawarumi*» (PC, PS4, Xbox One, Switch).

ASOBO STUDIO, *3D Artist*, Bordeaux. June 2014 à August 2015.
«*Scream Ride*» (Xbox360, One), «*Holotour*», «*Fragments*» (Hololens).
Creating multiples types of game assets vehicles, weapons, cloth in both hyper-realistic and stylised artstyle. Strong emphasys on mixing photogrametry with handmade 3D objects.

SPIDERS GAMES, *3D Artist*, Paris. May 2011 à March 2014.
«*Of Orcs And Men*», «*Mars: Warlogs*», «*Bound By Flames*» (Xbox360, PS3).
In charge of the in house FX pipeline, creating assets and scripts for gameplay, background and in-engine cinematic purpose.

E-ART SUP, *Teacher*, Paris. Oct. 2011 to May 2016.
3DSMAX, ZBRUSH, Photoshop instructor
In charge of the training of gamedesign students to game art with strong emphasis of the game art tools and 3D pipeline. class ranging from 8 to 30 students.

EUGEN SYSTEMS, *Junior 3D Artist*, Paris. March 2009 to April 2011.
«*R.U.S.E.*» (Xbox360,), «*WARGAME: Escalation*» (PC) environment Artist.
environnements design and building, fx creation.
strong emphasis on develloping the levelbuilding tools and workflow with the gamedesigner and software develloper. while maintaining the real time specs and budget.

FREELANCE & INTERNSHIP missions

PLAYRION, *FX Artist*, Paris. july 2017 - «*Harry le jeu de mots*» (mobile).
UBISOFT, *FX Artist*, Paris. Sept 2016 - «*Mighty Quest For Epic Loot*».
LE MONDE.FR, *3D Artist*, Paris. 2012 - multiples 3D pre rendered animations for web-TV.
DSTONE, *3D Artist*, Paris. 2012 - multiples 3D pre rendered animations for french TV.
LVMH group, *3D Artist*, Paris. 2011 - 3D sculpt of toys prototype for «*PICON*» brand.
ASFORED, *3D Artist*, Paris. 2010 - multiples 3D pre rendered animations for french school.
INKERM COMMUNICATION, *2D Artist*, Paris. 2006 - 3 month internship, Animation et Storyboards.
MUSHICREW, *2D Artist*, Paris. 2005 - 1 month internship. Graphic design for web and print.

EDUCATION

EPIC GAMES, Online, January 2023, UE5 worldbuilding certification
ENJMIN, Angoulême. 2007 à 2009. Master II in Game Visual Design.
E-ART SUP, Paris. 2004 à 2007. Licence L3 in Visual Communication.
ATELIER HOURDE, Paris. 2003 à 2004. Post-secondary preparatory in Art.
LYCEE PARC DE VILGENIS, Massy. 2000 à 2003. Baccalauréat Scientifique. (A-levels in Science)

COMPETENCIES

Strong knowledge of the game creation pipeline.
Low and High Poly modeling, digital sculpt, Realtime VFX production (Niagara/Shuriken), digital terrains, Photogrametry, Level building and lighting. UV mapping and texturing, Shader devell-
opment.
Fluent in english.
Pen & Paper