

Charles Vernier

3D Artist

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french citizenship

WORKING HISTORY

ASOBO STUDIO, Bordeaux france - *June 2014 to now.*

3D artist, mesher specialist.

Creating multiples types of game assets vehicles, weapons, cloth in both hyper-realistic and stylised artstyle.

«*Scream Ride*» (Xbox360, XboxOne), and multiple unannounced games for undisclosed innovant plateform.

SPIDERS GAME, Paris France - *May 2011 to march 2014.*

FX artist.

In charge of the in house FX pipeline, creating

assets and scripts for gameplay, background and in-engine cinematic purpose.

«*Of Orcs And Men*», «*Mars: Warlogs*», «*Bound By Flames*». (xbox360, ps3, pc).

E-ART SUP, Paris France - *Oct 2011 to june 2014.*

Lecturer in game art, 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, Paris France - *March 2009 to april 2011.*

3D artist.

environements 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.

for «*R.U.S.E.*», «*WARGAME: Escalation*». (xbox360, ps3, pc).

DS TONE, paris france - *November 2012.*

Freelance 3D artist.

multiples 3D pre rendered animations for french TV.

LE MONDE.fr, Paris France - *January 2012.*

Freelance 3D artist.

multiples 3D pre rendered animations for french web-TV.

ASFORED, Paris France - *November 2011.*

Freelance 3D artist.

multiples 3D pre rendered animations for french web-TV.

LVMH group, Paris france - *March 2011.*

Freelance 3D artist.

3Dsculpt of toys prototype for «*PICON*» brand.

GODWISH.fr, Paris France - *2007.*

Co-creator.

web mmo, the game won multiples prices in game magazine and with 40 000 unique players managed to pay my student expense for multiples years.

INKERM COMMUNICATION, Paris France - *Summer 2006.*

Internship 2D artist.

storyboard, illustration and 2D animation for web advertising campaign.

MUSHICREW, Paris France - *Summer 2005.*

Internship Graphic designer.

graphic design company for web and print.

EDUCATION

2007-2009 **ENJMIN**, The Graduate School of Games and Interactive Media, Angouleme, France.
Master II gamedesign.

2004-2007 **E-ART SUP**, Paris.
Licence L3, visual communication.

2003-2004 **ATELIER HOURDÉ**, Paris.
Post-secondary preparatory school.

2003 *Scientist Baccalauréat (A-levels)*, Lycée Vilgenis Massy, France.

COMPETENCIES

skills:

Strong knowledge of the game creation pipeline.

Low et High Poly Modeling, digital sculpt, digital terrain for games, realtime FX mesh or particles, Photogrametry.

UV mapping and texturing on Next-Gen workflow et Low Poly, Level Building and lighting.

Pen & Paper

webdesign (xhtml+CSS).

character skinning/riging and character animation.

software:

3DS Max, Zbrush, Photoshop, Substance Designer UDK, Unity, World Machine, Photoscan, Fusion, Quixel.

Fluent in english.

OTHERS

SACD french writer guild, *best student game* 2008.

Best student storyboard, "Festival de la BD Angouleme" 2008.

Winner of the phonestick / NINTENDO / E-ART challenge in 2006.

Member of the Tengumi Association.

Member of "La Maison des Artistes", french artist guild.