

Charles Vernier
Senior 3D Artist

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WORKING HISTORY

HAWKSWELL STUDIOS, Lead 3D Artist, Paris, April 2022 to now.
«*Legend Of Awen: Rise of the Fiannas*», “PC first” cRPG.

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), **Senior 3D&VFX Artist**.
«*BUMP! Superbrawl*» (Mobile), **Senior VFX Artist**.

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, VFX 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. Classes 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).
Environnements design and building, VFX creation.
strong emphasis on develloping the levelbuilding tools and workflow with the gamedesigner and software develloper, while maintaining the real time specs and budget.

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.
DSTONE, 3D Artist, Paris. 2012 - multiples 3D pre rendered animations.
LVMH, 3D Artist, Paris. 2011 - 3D sculpt of toys prototype for «*PICON*».
ASFORED, 3D Artist, Paris. 2010 - multiples 3D pre rendered animations.
INKERM COMMUNICATION, 2D Artist, Paris. 2006 - 3 month internship, Animation et Storyboards.
MUSHICREW, 2D Artist, Paris. 2005 - 1 month internship. Graphic designer.

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 HOURDÉ, 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 & production pipelines.

Strong managerial & mentorship skills.

Low and High Poly modeling, digital sculpt, Realtime VFX production (Niagara/Shuriken), digital terrains, Photogrammetry, Level building and lighting, UV mapping and texturing, Shader development.

Fluent in english.

SOFTWARES

3DS Max, Zbrush, Unreal Engine 5, Unity, World machine, Terragen,

Photoscan, Substance Suite, Photoshop, Davinci, Indesign, Illustrator, Affinity Designer.

Pen and Paper.