

# LUCIE PELLETTIER

# 3D ARTIST

23 y.o | French Citizen | Rennes, FR | Willing to relocate

## Book

[luciepelletier.fr](http://luciepelletier.fr)

## Contact

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## PROFILE

Optimistic, cheerful, energetic, quick learner, patient, curious and open-minded  
Love teamwork, willing to improve my skills and to help others do the same

## EDUCATION

2014 - 2017 | [Supinfogame Rubika](#) | Serre Numérique, Valenciennes, FR  
Master in [Management & Game Art](#)

2012 - 2014 | [BTS Graphic Design in Digital Media \(2 year Degree\)](#) | Lycée Le Corbusier, Illkirch, FR

2009 - 2012 | [Baccalauréat \(equivalent A levels\) in Applied Arts](#) | Lycée Bréquigny, Rennes, FR

## WORK EXPERIENCES

Beginning January 2018 | [Junior 3D Artist](#) | [Paladin Studios](#) | The Hague, THE NETHERLANDS  
Video game studio specializing in mobile Free-To-Play  
[3D Artist](#)

July - December 2017 | [3D Artist internship](#) | [Paladin Studios](#) | The Hague, THE NETHERLANDS  
Video game studio specializing in mobile Free-To-Play  
[3D Artist](#) : modeling stylised characters and props, integrating assets into unity, creating fxs and animations with the specific style of the project

August - September 2016 | [3D Artist & Animator internship](#) | [IHMTEK](#) | Vienne, FR  
Studio specializing in virtual reality (Samsung Gears, HTC Vive, ...)  
[3D Artist & Animator](#) : modeling stylised characters and creatures who will be animated, rigging, skinning and animating one of those characters, modeling environment props

January 2016 (2 weeks) | [School group project](#) for [Gameloft](#) | Team of 21 | Valenciennes, FR  
Video game studio (smartphone, tablet)  
[Character Artist](#) : concepting, modeling, uv mapping and texturing the main characters and the enemies in a western-like universe

January 2015 (2 weeks) | [School group project](#) for [Gameloft](#) | Team of 13 | Valenciennes, FR  
Video game studio (smartphone, tablet)  
[3D Artist](#) : modeling the main character and one enemy based on concept art, concepting and modeling the environment (houses, props) in a western-like universe

## SKILLS

3D | Modeling (high & low poly), uv mapping

Animation | Rigging, skinning, animating (biped & bones)

2D | Concepting, texturing, traditional art

Technical Art | FXs, basic knowledge of materials, lighting and UI

Common use of :



Basic knowledge of :



French | Native

English | Fluent

Spanish | School level

Knowledge of HTML and CSS

## MISCELLANEOUS

Hobbies | **RPG/action-adventure video games** (Final Fantasy, Kingdom Hearts, Bravely Default, The Last Guardian...)

**Books** : **fantasy** (Eragon, A Song of Ice and Fire, Harry Potter, The Night Angel, ...) and more humour oriented ones (The Bourbon Kid, A Bad Omen, ...)

Music (electronic rock, hard rock, video games OST, ...)

**Greek mythology**

Learning new things about universes or characters I liked depicted in books/movies/video games

Drawing, writing, cooking

Sport | Horse-riding for 8 years as an amateur

Travels | United Kingdom, Ireland, Spain, Italy, most of France, The Netherlands

Visits of **art museums** and architectural buildings (churches, castles, ...)

Enjoying **gastronomy** and the different way of living

Driving licence

