

LUCIE PELLETIER

3D ARTIST

French Citizen | Willing to relocate

Portfolio | luciepelletier.fr

Mail | l.a.c.pelletier@gmail.com

Phone | +33.629.104.884

LinkedIn | [profil](#)

Skype | [l.a.c.pelletier](#)

I am **optimistic**, cheerful, energetic, a **quick learner**, patient, curious and **open-minded**
I **love teamwork**, am willing to **improve my skills** and to help others do the same

WORK EXPERIENCE

- January 2018 - 2020 **3D Artist (switch game) | Paladin Studios, Nintendo**
The Hague, The Netherlands
Good Job! Modelling props, creating fxs and animations
- July - December 2017 **3D Artist Intern (mobile games) | Paladin Studios**
The Hague, The Netherlands
Galaga Wars Modelling props, creating fxs for a new spaceship, creating new backgrounds for the main menu and for levels
- Stormbound: Kingdom Wars** Creating fxs for new spell cards (modelling, texturing and animation of meshes + particle systems)
- My Tamagotchi Forever** Modelling and texturing environment props
- Prototypes** Modelling, texturing and animation of characters
- August - September 2016 **3D Artist Intern | IHMTEK | Vienne, France**
VR Prototypes (HTC Vive) Modelling, texturing and animation of characters and environment props

EDUCATION

- 2014 - 2017 **Master's Degree in Management & Game Art**
Supinfolgame Rubika | Valenciennes, France
- 2012 - 2014 **BTS Graphic Design in Digital Media (2 year degree)**
Lycée Le Corbusier | Illkirch, France
- 2009 - 2012 **Baccalauréat in Applied Arts (equivalent A levels)**
Lycée Bréquigny | Rennes, France

MISCELLANEOUS

- Game Art related interests** Animation, 2D illustration, learning more about fxs and shaders
- Hobbies** Video games: mostly RPG/action-aventure or because the artistic direction caught my attention (*currently playing: Hades*)
Animated series (*last watched: The Dragon Prince*)
Music (*currently listening to: Starset*)
Greek mythology
Drawing, writing, cooking
- Driving licence**

SOFTWARE PROFICIENCY

ZBrush
Maya, 3DSMax
Photoshop, **Substance Painter**
Unity, UE4
Marmoset Toolbag

SKILLS

3D
Modelling characters & props
High to low poly workflow
Retopology, unwrapping, baking
Texturing (PBR, Handpainted)

Technical Art
Fxs
Knowledge of shaders & materials

Game Engine
Asset integration & prefab set up

Other
Knowledge in 2D concepting, rigging, skinning & animation

Management
Common use of SmartGit & JIRA

Teamwork
Working closely with all disciplines (art, design, tech), able to prototype quickly and adapt to changes & feedback

LANGUAGES

French
Native

English
Fluent

Spanish
School level