

GHISLAIN GIRARDOT

Contact :

- PO Box : 39 rue Camélinat, 42000 St-Etienne, France
- Phone : +336.12.73.83.78
- E-mail : ghislain@cremuss.net
- Portfolio : <http://www.cremuss.net>



Personal informations :

- 25 years old, born in May 10th, 1990 Mulhouse, France.

Professional background:

- Sept 2015/Today : Freelancing for Ryan Hale
Modeling and texturing PBR robot characters
 - Jan/Jul 2015 : 3D Generalist at PictoFilmo, Paris, France
Modeling and texturing assets for a mobile video game
 - Jan/Mar 2014 : Freelancing for fr.tutos.com
Recording of a 6 hours long DVD training about handpainted texturing
 - 2010-2015 : Freelancing for various clients.
Modeler, texturer and animator for indie companies such as @Anomaly Productions, @Conflux Games for the game "Exilium", @Jivaldi, @Digital Confectioners, Mathieu Martel for the TV show « Satisfaction » and others

Education :

- 2008/2009 : Baccalauréat in Sciences, Engineering, Lavoisier High-School (Mulhouse)

Softwares :

- In-Depth knowledge : Blender, Zbrush, Xnormal , Gimp, Krita, Inkscape, Linux, LibreOffice, Html/Css/Javascript.
- Familiarities : 3DSMax, Maya, Photoshop, C/C++ programming, SDL, SFML.

Skills :

- Low-polygon and High-polygon modeling, organic and hard-surface.
- Digital sculpting
- Hand-painted textures and photo-sourced textures
- UV-mapping, technical modeling (LODS, Collisions, Proxy meshes)
- Rig skeletons (IK, FK), Character animations
- Lighting and traditional arts (drawing, painting, photo)

Language :

- English : Very good
- French : Native

Hobby :

- BMX, street sports, RPG video games, music, Detroit techno, Canadian post-rock, traditional drawings, paintings, photography, indie movies, TV shows, manga, cooking, fantasy literature.