



FORMATION

CREAPOLE ESDI, Paris - 2021-2026

2024-2026 : 4e / 5e Master years

Pre-production of the MASTER of Animation & Video games

Subject : "Save the Plants !"

Theme : Deforestation

3D animated series pilot

2023-2024 : 3e year Bachelor

Subject : "Leon VS Gory"

Theme : JO 2024

3D Low Poly Short Film

2022-2023 : 2e year Animation & Video games

Character Design, Background, Game Design, Scenario, 3D Modeling,

3D Animation, 2D Animation

2021-2022 : 1e year General

Graphic design, Volume Model, Product, Infographics, Art history

Lycée de la Côte d'Albatre, Saint-Valery-en-Caux

2020-2021 : Final year

High School Diploma STMG "Management & Finance"

Skills



Hobbies

RC Modeling

Reptiles

Video games

Travel

Languages

French : Native

English : Fluent

WORK EXPERIENCES

INTERNSHIP

2025 : 6 Month - 3D Environment Artist - Corys Grenoble

Creation of 3D assets for railway simulators

Modeling (Blender) / Texturing (Substance Painter) / Integration into Unreal Engine

Responsability for the realization of a tramway for Berlin

2024 : 6 Month - 3D Artist - The Wild Games

Creation of realistic building for driving simulators

Modeling & Texturing (3DS Max) / Integration into Unreal Engine

WORKSHOP

Luxury

Creation of a collaborative bottle design between Baccarat and Nivea

Create an advertising campaign for the Vienne Museum of Art History

Create a 15-second video for social media to illustrate Bruegel the Elder's "The Battle Between Carnival and Lent".

Pre-production of a Zelda animated series

Imagine the story between Breath of the Wilds and Tears of the Kingdom

Pre-production of an animatic for Monoprix

Celebrating the brand's 90th anniversary