

ROBIN BONHOURE

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CAREER OBJECTIVES

A position as Assistant Technical Artist or 3d Modeler or Level Builder

RESUME

I am strongly motivated to work in the UK, at first to discover new people and companies and to perform my English.
I am an artist, but I have a technical side which could be a strong asset for a company.
I tested a lot of fields such as animation, post-production, programming, web design ... all as a self-educated and am eager to learn even more.

SKILLS

- I am curious and like challenges
- I like the team work and to be under an artistic direction
- Self-educated, knowledge in programming (MaxScript, ActionScript, Lua)
- English: good skills, both written and oral
- **3D**: 3dsmax, Zbrush
- **2D**: Photoshop
- **Web**: Flash
- **Compositing**: After Effects
- **Engines**: Unreal Engine, Jade, Ogre, Shiva, SandBox

EDUCATION AND TRAINING

School Créajeux - 3d modeler 2005 — 2008

Nîmes (30)

- Modeling, Animation, Scenario, Drawing, Zbrush

French equivalent to the Higher Leaving Certificate (BAC - STI) 2004 — 2005

Lycée Blaise Pascal, Colmar (68)

- passed with honours

WORK EXPERIENCE

3D modeler / Level Builder / Gfx designer / Flash Designer / Script Octobre 2008 — Juin 2009

"Arthur et les Minimoys 2" - Wii, PS3, PC - Ubisoft

Phoenix Studio - Lyon (69)

- Produce of levels and art assets
- Produce of GFX, plug-in into OGRE engine
- Produce of menus and script in FLASH
- Produce of MAXScripts to improve the workflow production

3D modeler / Level Builder Avril 2008 — Juillet 2008

"Movie Party" - Wii - Ubisoft

Phoenix Studio - Lyon (69)

- Produce of levels and art assets with 3DS Max and JADE (Ubisoft Engine)

INTERESTS

- **Extracurricular activities**: Piano, Guitar, Photography
- **Travels**: UK, Indonesia (Bali), USA, Cuba, Spain, Austria, Morocco, Greece, Antilles, Egypt, Italia.