

Denis Baudin

3D Artist Generalist

Career Profile

I have rich experience that covers different aspects of Video game development. My objective is to obtain a challenging position in the game industry that will allow me to grow as an artist with the potential to advance into a leadership role.

Professional Experience

April 2013 – April 2013 (Freelance)

PolarMedia – CG Project for PB
Create environment, modelling, texturing
Lighting, Rendering.
3D Artist Generalist

April 2013-April 2013 (Freelance)

Stickleback Productions- FLED – Movie
Supervising environment, modelling, texturing
Lighting, Rendering, Compositing.
VFX Supervisor

March 2013 – March 2013 (Freelance)

MindCandy- Mobile Game team
Create environment, modelling, texturing
3D Maya Generalist

February 2013- February 2013 (Freelance)

NomadEdit – Apple Commercial
Compositing, Lighting, Keying, Rendering
VFX Artist Generalist

October 2012 – present (Freelance)

Anthem Studios – Full CG Project
Create environment, character, modelling, texturing,
Lighting, rendering
3D Artist Generalist Lead

October 2012 - November 2012 (Freelance)

Ormaq Studios - Short Film
Shading, Texturing, lighting, rendering Stereo compositing
3D Stereo Conversion Artist

October 2012 - October 2012 (Freelance)

Ravensbourne – Short Film
Create environment “road”, modelling, texturing, lighting
rendering, compositing
3D Artist Generalist

Contact

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August 2012 – October 2012 (Freelance)

Dragone Studios- Full CG show
Lighting, shading of character and environment
3D Lighting Artist/ Compositor Stereo

July 2012 – August 2012 (Freelance)

Ealing Studios- Full CG Project
Character, environment modelling, texturing
3D Artist Generalist

Jan 2012- Feb 2012 (Contract)

Escape Studios - Mentored by Framestore
Create – one Still, one shot, one product shot
Modelling, texturing, lighting rendering, compositing
3D Artist Generalist

Nov 2009- July 2011

Codemasters.ltd (Permanent)
Create Weapons, Props, modelling, texturing,lighting
3D Artist

Feb 2008-Sep 2011 (Freelance)

Critical-point Game
Create Weapons, Props, modelling, texturing,lighting
3D Artist

Mar 2008-Dec 2008 (contract)

Byook Studios- Nintendo’s DS Game
Create Environment, texturing, lighting
3D Artist

June 2001 – September 2001 (Permanent)

Heroufosse Communication S.P.R.L.
Display, Graphic, illustrator, Typography,Serigraphy.
Graphic - Designer

December 2000 – May 2001 (Permanent)

Lettreage Studios
Agency typography and printed media
Graphic - Designer industrial

Computer Skills

Adobe Collection
Maya/ 3dsmax/Unity3D
Mental ray/Vray/3deLight
Mudbox/ Zbrush
Combustion/Nuke
Sony Vegas/Realflow
Royal Render
Windows/Mac/Linux

Technical Skills

Tracking
High-poly and low-poly modelling
UV's unwrapping
Sculpting/Next-Gen
Texturing
Lighting
Rendering
Compositing
Stereoscopic/Anaglyphic
Experience with render farm
Experience with game-engine

Education

Escape Studios
2012 – 2012 VFX Production

Autodesk
2007 – 2008 VFX Special effects

Royal Academy of Liege Arts
2003-2006 MA in Art and media

School 2000
2008-2008 Certificate in English Language

Universidad de Valencia
2002-2003 Certificate in Spanish Language

*References Available Upon Request**