



▶ alexandre sauderais » 3D artist

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born **05/17/88 - 26 years old**
nationality **French**
english **read, written and spoken**

▼ EDUCATION

- 2012/2014** Master degree in video game with a specialisation as an artist (2 years)
ENJMIN - Angoulême - FRANCE
- 2010/2012** Bachelor degree DEESIM (European Graduate Diploma in Graphic Design and Multimedia - 2 years)
ESTEI - Bordeaux - FRANCE
- 2008/2010** Associate degree in graphic design with multimedia option (2 years)
LISAA - Nantes - FRANCE
- 2007/2008** MANAA (applied art - 1 year)
LISAA - Nantes - FRANCE

▼ WORK EXPERIENCE

- 2014** Internship at Tickster Face (6 months) for a survival/horror game on PC : *Long Night*
concept art, modeling, texturing, animation for environments, logo, etc
Bordeaux - FRANCE
- Skies Adrift* (student project)
concept art, modeling, texturing, animation for characters and environments, logo, HUD, etc
An adventure/exploration game for PC, PS4 and Xbox One
Won the creativity prize at the MIG (Montpellier In Game)
- 2013** *A Tale of two Worlds* (student project)
A puzzle platformer - browser game
Won the Great Price Ludicrous Award at the Ludicrous Festival of Zurich
Won the price of the best student game at the Game Paris Awards
Won a special mention at the Hits Playtime 3
- Internship at CNAM (12 weeks) for a serious game on tablet : *OlympOS*
concept art, modeling, texturing, animation for characters and environments, logo, HUD, etc
CNAM ENJMIN - Angoulême - FRANCE
- 2012** Internship at Neko Entertainment (13 weeks)
concept art, modeling and texturing for characters and environments
Paris - FRANCE
- 2009** Internship at Allofus (5 weeks)
an interactive design company
London - ENGLAND
- 2004** Internship at Format (1 week)
a game and web design company
Format - London - ENGLAND

▼ SKILLS

SOFTWARE 3DSMax (modeling low and high poly, UV unwrapping, texturing, rigging, skinning, animation, lighting, etc)
Zbrush
Unity 3D
Adobe CS (Photoshop, Illustrator, Flash, Premiere Pro, After Effects, InDesign, Dreamweaver, etc)
Xnormal
CrazyBump
Marmoset
...

OTHERS I can work alone or in a team.
I can find ideas for many projects, even outside of the scope of video games.
I like to share ideas and improve every project that I work on.
I adapt and organize my work to respect deadlines.
I am open-minded and I like the challenge of creativity.
I care about being understood and understanding what people teach me.

▼ INTERESTS

Video games
Drawing
Playing guitar
History of art
Typography
Cinema
and many others

