

Resume

Alexandre Parodi

Born on 19/09/1984
Nationality : French

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OBJECTIVE : To work as a Game Artist in a team full of motivated people to create great games ; always improving and learning as an artist and a human being by facing all the challenges ahead.

QUALIFICATIONS

- . Strong communication skills
- . Strong eye of aesthetic
- . Good knowledge of human anatomy
- . Adaptable to various art style
- . Efficient in solving problems
- . Quick learning, including workflow & software expertise

TECHNICAL SKILLS

- . High and Low poly modeling
- . Hard surface and Organic modeling
- . Digital Sculpting w/ Zbrush
- . UV Unwrap (Max / UvLayout / Zbrush)
- . Texturing (Zbrush / Photoshop)
- . Rigging / Skinning
- . Lighting
- . Render

SOFTWARE PROFICIENCY:

Advanced	3ds Max Z-Brush Photoshop After FX Premiere Pro	Basic Knowledge	Maya Flash Painter
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PROFESSIONAL EXPERIENCE

- 2010 3 months Internship « Kylotonn », 3D Graphist
- Modeling, unwrap, texturing, lighting, rendering - Paris (75)
- 2009 3 months Internship « Kalihnas », 3D Graphist
- 3D Modeling & Animation, Video Editing, F.X - Bois-Colombe (92)
- 2006 Internship as seller (Comic strips, Goodies)
- Marketing experience, logistics, phoning,
customer relationship - Univers B.D (14)

EDUCATION

- 2009-2011 Game Art Graduation
Making of a Project w/ Game Designers
2D, 3D, FX (Game Engine - Virtool) - ISART Digital (75)
- 2006-2009 Video Games and Animation
3D modeling, character design, storyboard,
3D animation, video editing - CREAPOLE (75)
- 2004-2006 Management Education
Economic notions, managment, languages - E.S.C. Caen (14)
- 2003-2004 High School Diploma (ES) - Lyc é e Moulin Joli (974)

LANGUAGES French : Native / English : Bilingual / Japanese : Learning

OTHER INTERESTS

Sports : Golf (handicap 2), Tennis, Badminton, Judo
Video Games : R.P.Gs, FPS, TR.P.Gs, Platform, etc...