

# Marc MAZERIN 3D Generalist / Technical Artist

Portfolio&3Dgallery-[www.lookcloser.fr](http://www.lookcloser.fr)

## Personal details

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**Age** // 28

**Please check my latest works** on my portfolio : [www.lookcloser.fr](http://www.lookcloser.fr)

## Profile

*Passionate about computing, graphic design, programming, virtual reality and gaming*

*I completed a BSc degree 3D Technical Artist at the UIT of Clermont-Ferrand, France, after a two years university degree in Multimedia and IT.*

*I've built my experience upon contracts from all around the world, learning and improving companies. I am efficient in 3D graphics, real time 3D with programming, communication, and any kind of specialties referring to 3D work and IT. I also attended artistic programs, and I have been practicing this field since my earliest childhood.*

## Key Skills

**Character Modeling, character concept and character art, lowpoly and high poly, cartoon and realistic modeling. Real time 3D programming, motion design, and programming.**

**Polyvalent and fast learner. Fluent in french.**

**Software** : Unity - UDK/Unreal Engine 4 - 3DsMax - Zbrush - Cinema 4D - Realflow - 3Dcoat  
Adobe : Photoshop, Premiere, After Effects

**IT Languages** : C# - JavaScript - WebGL - Python - HTML5 - CSS3 - PHP - SQL - JQuery.

**More** : Fluent in french and great level in english, I have been living in London during a year.  
Clean European driving licence.

## Professional Experience

**July 2018-Present** : Augmented Reality/Virtual Reality Project Manager for broadcasting

**Company** : Mediatribu

**November 2017** : Released personal game on Steam platform : **DROP VR AUDIOVISUALIZER.**

**July 2017-December 2017** : Graphics, motion design, communication, software programming and webmaster.

**Company** : SVSI - <https://www.svsi.fr/>

**January 2017-May 2017** : Graphics and UI for mobile game «Crunchy Jump».

**Company** : Lunatek Studio

**July 2015-December 2016** : Graphics, motion design, communication, software programming and webmaster.

**Company** : C.E.A - [www.cea.fr](http://www.cea.fr) (French Alternative Energies and Atomic Energy Commission).

**May/ July 2014** : Technical artist. 2D & 3D graphics, animation and programming.

Game released : Fanstastics adventures of Max 2, IOS, Android and Windows.

Plus a lot's of 3D modeling and programming using WebGL and Unity.

**Company** : Maskott (educational purpose) - [www.maskott.com](http://www.maskott.com)

**May / July 2013** : Technical artist. 3D graphics, UI, animation and programming applied to virtual reality (C.A.V.E environment).

## Education and qualifications

**2011-2014** : BSc degree in 3D Technical Artist field with an option in multimedia and I.T. at the U.I.T. of Clermont-Ferrand, France. With honours.

**2010** : 1 year university degree in Information Technology of programming at the U.I.T. of Grenoble, France.